
BATTLE BESTIARY

Dedicated to

Phil Barker, Donald Featherstone and Michael Moorcock

whose fault it all is

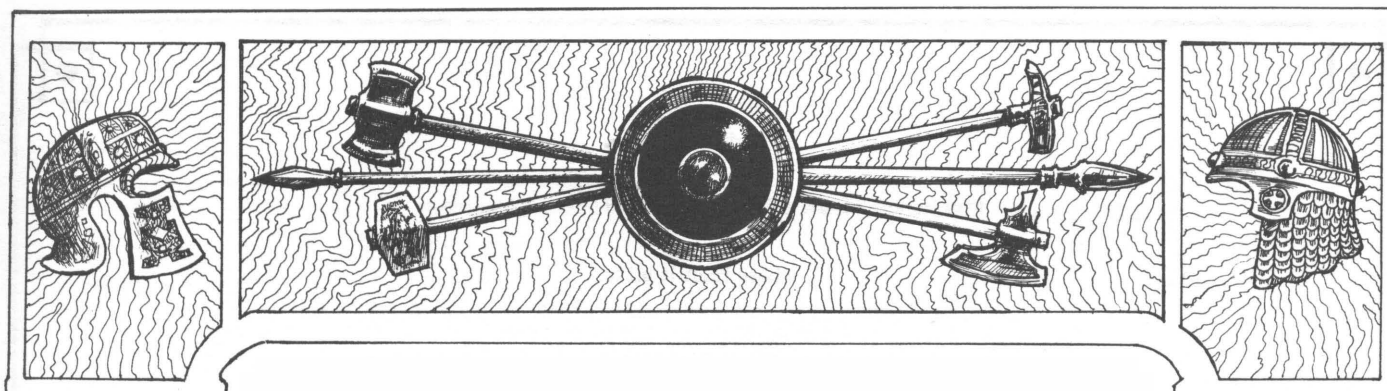
WARHAMMER
Book 3.



BATTLE BESTIARY

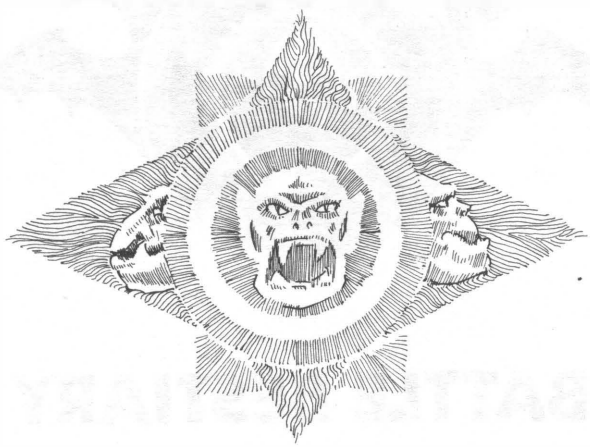
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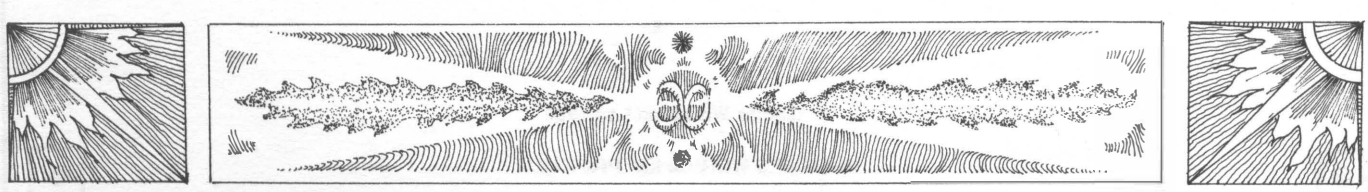
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All of whom would like to extend their thanks to all of the Warhammer players who have helped playtest this new edition, and who have contributed their valued comments and many excellent ideas.



USING THE BATTLE BESTIARY

The Battle Bestiary summarises the profiles, rules and other information relevant to the creatures inhabiting the **Warhammer Known World.** In so far as possible the list covers all of the models currently made by Citadel Miniatures. We would recommend that the GM uses the rules as given, at least for his first few games. After that - we don't really mind. Adjust the rules and profiles to suit your own playing style and type of game.

FORCES OF FANTASY

Gamers wishing to use information contained within our **Forces of Fantasy** supplement for the first edition of Warhammer will have to adjust the profiles and some rules to fit in with this edition. To convert old profiles into new profiles add 1 to the Strength, convert Toughness into a number and add 1. Use the new Personal Characteristics throughout.

PLASTIC MODELS

Although Warhammer has been designed around standard 25-30mm high metal models there is no reason why players shouldn't use any of the currently available plastic 54mm models instead. Citadel plan to release a comprehensive range of plastic models in 60mm scale, compatable with, and suitably heroic looking when placed alongside models form Britains, Matchbox, Airfix etc.

BASES

The standard base sizes described in the rules are 20mm x 20mm for infantry and 25mm x 50mm for cavalry. Many of the larger humanoid creatures will not fit onto a standard base, and should be mounted on 25mm x 25mm bases, or any size base that will fit. This is indicated in the descriptions of each creature. Large monsters and engines of war should be mounted on bases that 'look right' - although it is best to round off to the nearest 5mm.

Many Citadel models are now being designed with special plastic 'Slottabases'. These bases are exactly 20mm x 20mm, or larger as appropriate, and can be used directly within the Warhammer rules.

PRESENTATION

Each of the creature types is described in the following manner.

Physique - Description, size, shape, colour etc.
World Distribution - Where the creature comes from.
Alignment - Possible alignments of the creature.
Base Size - Recommended base size.
Special Rules - Special rules that apply.
Basic Profile - Fighting and Personal Characteristics.
Basic Points - Basic points value.
Character Profiles - Where appropriate, a set of profiles for champions, heroes and wizards.

Not all creatures have all of these details. Many of the undead, ethereal and demonic types have no fixed world distribution, for example. Only intelligent humanoid races have been given characters, although there is no reason why you shouldn't work out heroes or wizards for other appropriate creatures.

PLAYING THE VARIOUS CREATURES

The profiles as they are presented emphasise the differences between the various creatures. Animals and some of the goblinoids have been given very low leadership values - making them extremely unsteady in combat unless led by heroes. Don't expect a unit of Trolls or Goblins to hang around if they are pushed back in



combat! Similarly some stupid creatures will spend nearly all of their time wandering about aimlessly. Trolls are a good example. The only way to maintain any order over these creatures is to have a hero leading them (his Intelligence is used for the stupidity test). Keep them in tight units in front or away from other troops. Otherwise you may find your army quickly fighting amongst itself!

On the whole, heroes are good value for points. Mounted heroes usually end up paying lots of points for horses, wolves etc. Because of the multiplier for equipment, a human major hero pays 9 x 6 = 54 points for a horse. They are still good value, however, and can easily stand up to an equal points value of regular troops.

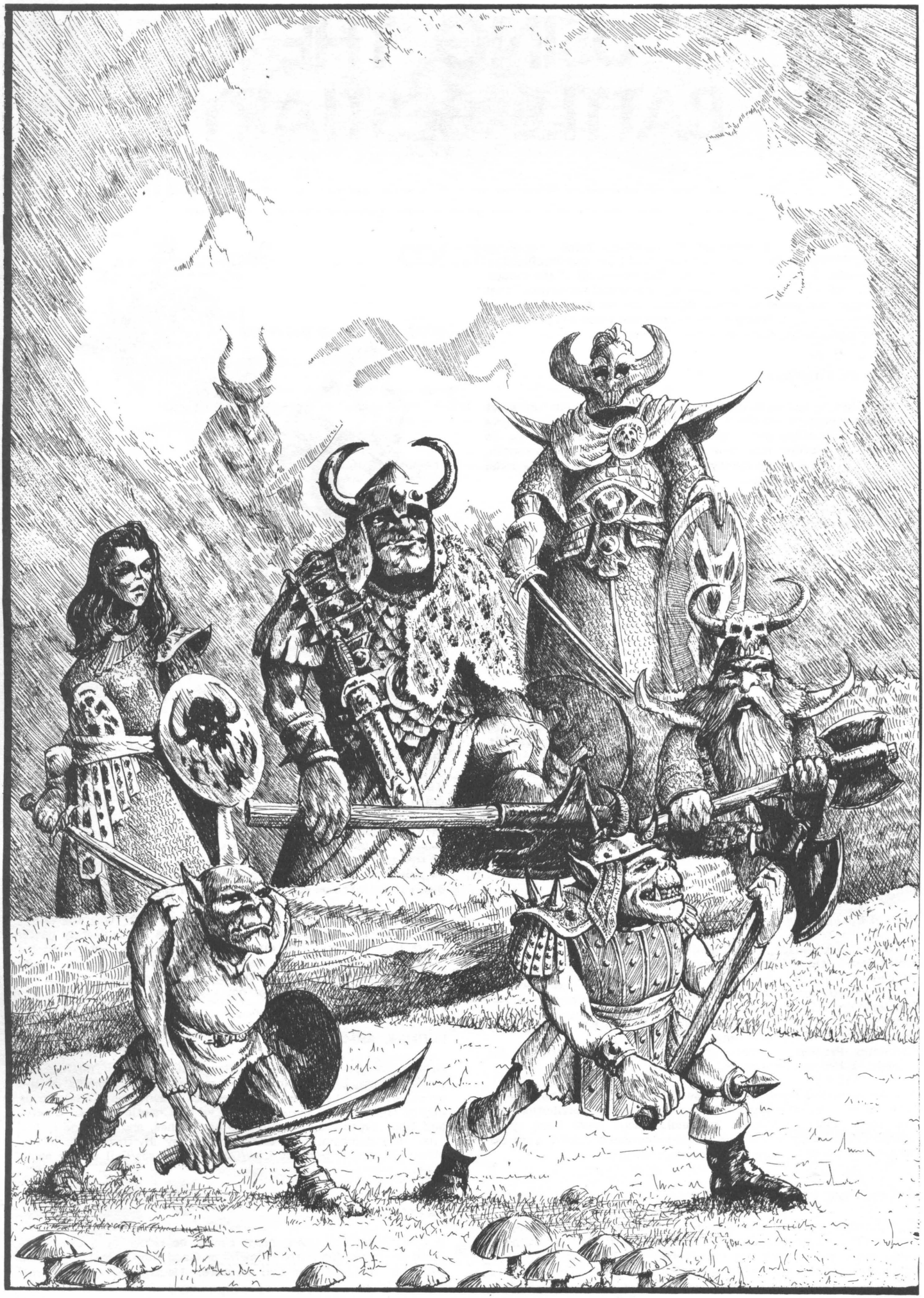
Wizards work out quite expensive, although the way the points modifiers work this can mean some wizards are definitely better value than others. This all helps add colour and variety to the different creature types. Mounted wizards will work out **very** expensive indeed because of the equipment multiplier effect, and whether they are worth it or not will depend largely on how you envisage using them.

FORMING ARMIES

Armies can be composed of either just one or of mixtures of several races. In forming mixed armies the alignments of the creatures must be taken into account. Lawful and Good troops cannot fight on the same side as Evil or Chaotic troops. Lawful and Good types may be allied to each other, and Evil and Chaos types may also be allied. Neutral types may ally themselves to any other alignment, but not Law/Good and Chaos/Evil at the same time.

RIDING BEASTS

A Chaotic or Evil riding beast cannot be ridden by a Lawful or Good creature. Similarly a Lawful or Good riding beast cannot be ridden by a Chaotic or Evil creature. Neutral riding beasts will take any rider.



THE KNOWN WORLD

The Known World bears more than a passing resemblance to our own. This is because the Known World exists in a parallel reality, an alternative place or time which is different from ours - but not unrelated. So it is that many of the creatures of our world are common to this one, or have similar habits and customs.

THE OLD WORLD

This is a temperate weather zone originally covered with deciduous forests. Nowadays much of the land has been cleared for agriculture so that only a few large forests remain. The uplands approaching the Worlds Edge Mountains form natural grassland pasture, and make excellent grazing for domestic animals. The large western island, the Isle of Albion is known for its barren moorlands and bogs, although even this land is now mostly forested or under the plough.

The Old World corresponds to Europe during the middle-ages, consisting of a number of small, independent states sharing a similar cultural heritage and language. Humans are the dominant species here, although there are still remnants of other races living in out of the way regions such as the Boglands of the Isle of Albion where a few Gnomes still survive. Apart from these rare and secretive communities there are also the Dwarf Kingdoms situated along the western margins of the Worlds Edge Mountains. Amongst and within the mountains, the Dwarfs formerly built their mighty fortresses and vast cities. Today only a few of the ancient cities are inhabited, and then only in part. Much of the underworld region of the mountains is dominated by Goblins and their kin. The Old World is also the home of the Halflings, who live sheltered lives under the protection and nominal leadership of the human kingdoms.

The Old World is the most volatile and exciting place in the world, where whole populations are ready to embark on new adventures overseas. This is a time of expansion and exploration, as Old Worlders discover and begin to colonise places like Lustria, the New World and the New Coast. In many ways the Old Worlders are similar to the exploring, conquering countries of 15th and 16th century Europe. The southern parts of the Old World are already beginning to open to new ideas, science and technology. Gun powder weapons are in their infancy here, and experiments are going on with steam and alcohol power. The North of the Old World is still far poorer and more primitive, where feudal barons maintain their grip on the lives of the peasantry.

ARABY

Araby is a hot, dry place, where water is never plentiful and few areas are really fertile. Much of the land is desert or shrubland, harbouring scarse trees and necessitating careful irrigation to produce crops.

Araby corresponds to the Near East at the time of the Ottoman Empire. It is a huge and decadent empire, comprising of many Caliphates, each under the watchful eye of the Sultan of All Araby. Like the Old World, Araby is dominated by humans sharing a common culture and language - Arabic. Also like the Old World there are a number of remnants of other, declining races, who still survive in remote areas. As much of Araby is desert, remote areas are fairly common. The Worlds Edge mountains are here, as everywhere, full of Goblin strongholds and underground dwellings.

Arabians do travel and trade quite extensively, but they lack the self-motivation of most Old Worlders and have not yet made any serious attempts to settle outside of their homeland. Technologically they are becoming backward, although this was not formerly so.

NORSCA

Norsca is a cold and harsh place, where the mountains march right to the seas and the snow lies always upon the peaks. Most of the valleys are heavily forested by evergreens, although the inhabitants clear forest and farm as best they can. Fishing and hunting provide the best means of surviving for most intelligent creatures.

Norsca is populated mostly by humans, the fierce and warlike Norse. They share their barren land with the equally hardy Norse Dwarfs, as well as a number of underground goblinoid races living within the Mountains. Norsca is also home to Ogres and Trolls, creatures exceptionally rare, if not extinct, in the Old World.

The various Men and Dwarfs of Norsca are relatively barbaric compared with their more civilised relatives to the south.

THE SOUTH LANDS

The South Lands are still largely unexplored and unknown. They consist of humid equitorial jungles, with northern and southern belts of dry grassland. The South Lands harbour Goblins as well as primitive tribes of humans, some still living a stone-age hunter-gatherer existence.

THE NEW COAST

The New Coast is the first Old Worlder settlement in the South Land, comprising of a number of thriving towns and farms. The New Coast is jungle to the north and dry grass lands to the south.

The inhabitants of this area are mostly from the Old World, Norse or Dwarfs. Together these races are developing trade with the interior, and the Dwarfs are already beginning to tap the untold mineral wealth of the surrounding mountains.

THE DARK LANDS

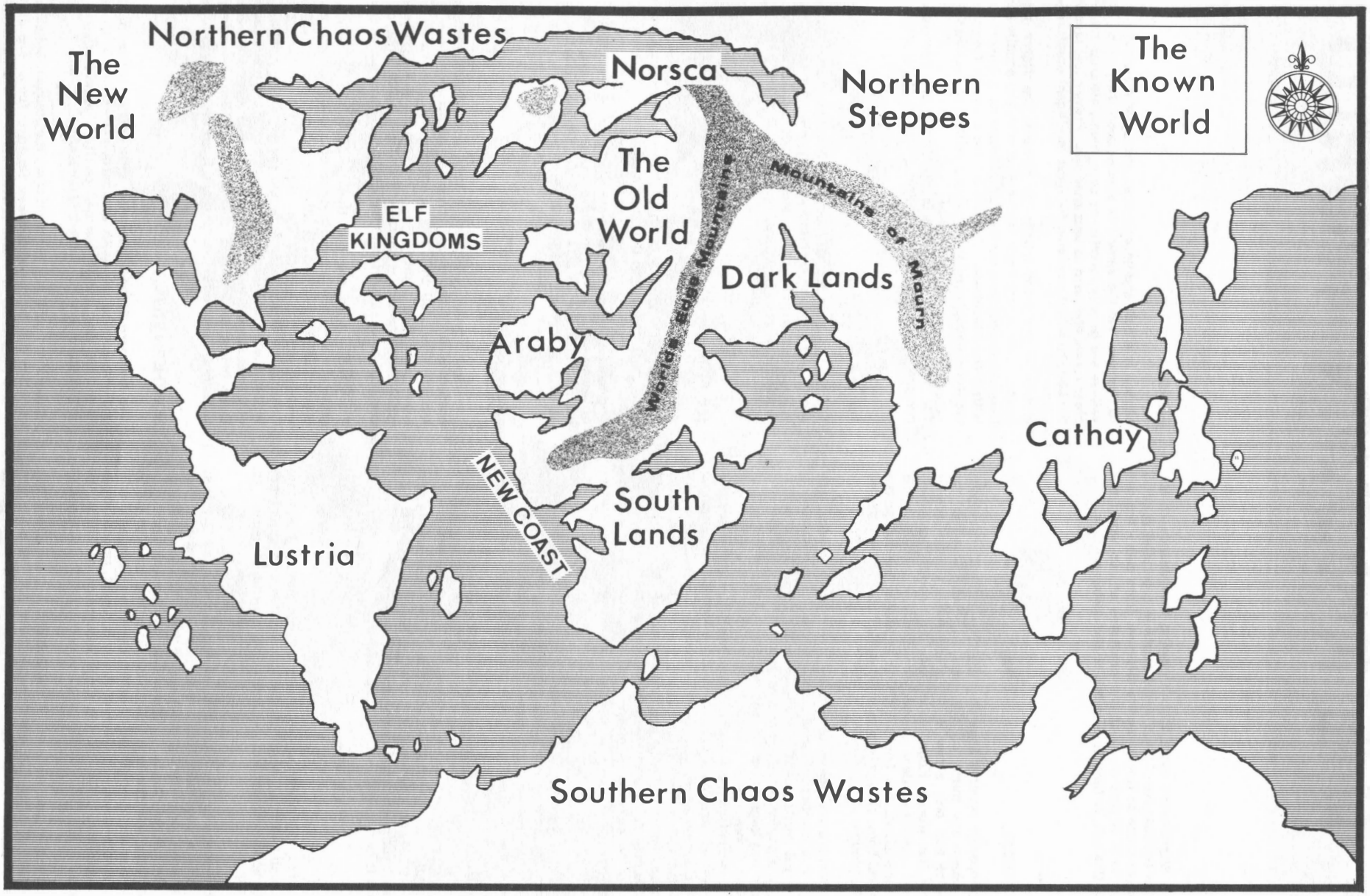
The Dark Lands lie within, a huge natural basin formed by the eastern side of the Worlds Edge Mountains and the Mountains of Mourn. The wall thus formed comprises many active volcanoes, which pour their molten lava over the land. The constant smoke and air-bourne ash is so thick that very little light reaches the ground, and the Dark Lands have become barren and eternally dark.

The Dark Lands are not thickly populated by any creatures, although they are home to most of the evil, black hearted and unpleasant species that wouldn't be tolerated anywhere else. The surrounding mountains are riddled with Goblin tunnels, or fortresses built by the Dwarfs and taken over by Goblins years ago. Within these tunnels live all sorts of Goblinoid creatures, as well as other nameless creatures that like to hide away from the sunlight. Deep below the deepest Goblin tunnels are the caverns of the Lizardmen, where few venture and from whence even fewer return.

NORTHERN STEPPES

The Northern Steppes comprise artic wastes to the north, tundra and grassland to the south and border on desert to the far south. Over this vast and unmanaged territory wander various nomadic groups, herding their cattle and horses.

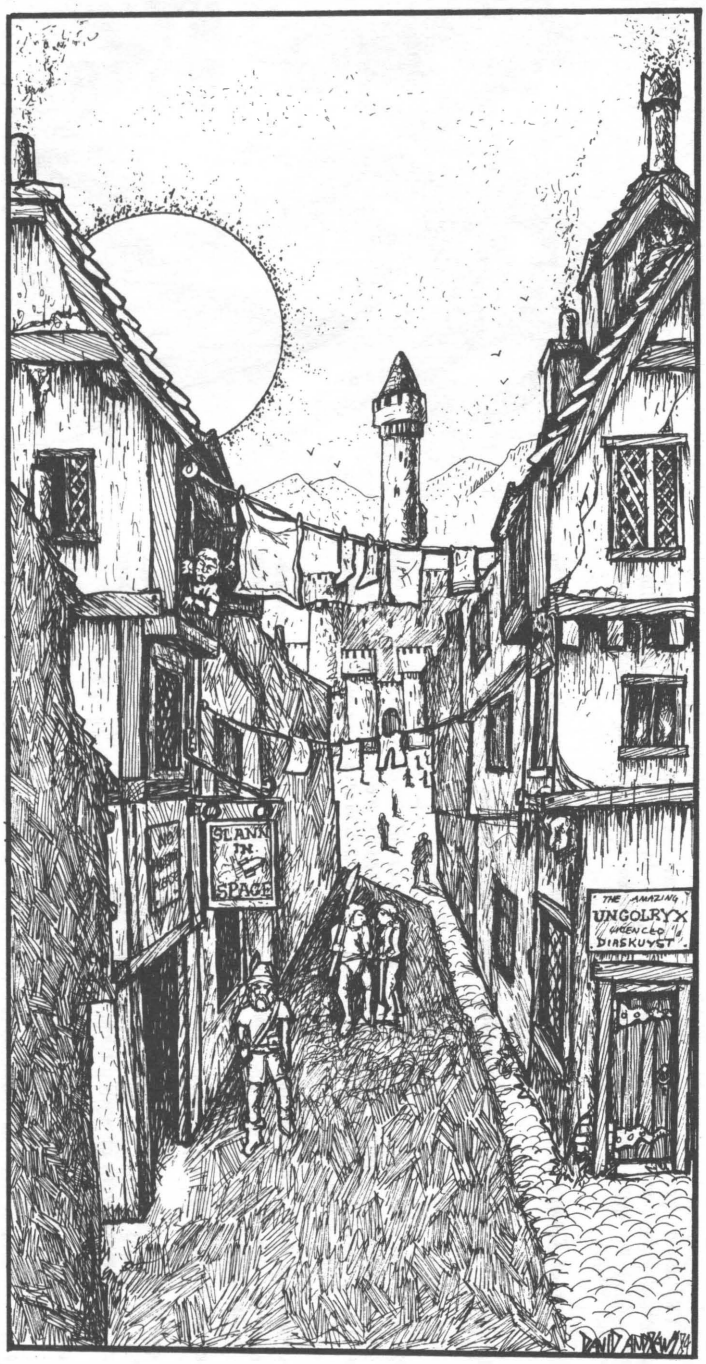
Humans and goblinoid races all roam the steppes, whilst many large monsters rely on the steppelands for their food. The eastern edge of the Mountains of Mourn provide ideal homes for creatures such as Chimera and Harpies, who are able to fly out over the grasslands in search of prey.


Northern Chaos Wastes
The New World
Norsca
Northern Steppes
The Known World
The Old World
ELF KINGDOMS
World's Edge Mountains
Mountains of Maurn
Dark Lands
Araby
Cathay
NEW COAST
South Lands
Lustria
Southern Chaos Wastes

CATHAY

Cathay is a huge land corresponding to the far east of our own world. The mid-coastal areas are temperate and fertile, whilst to the west and north lie great deserts, and to the south impenetrable jungles. The Old Worlders have only just established trading contacts with this land - and are not always welcome.

Cathay is dominated by humans, although remoter areas are still under the control of goblinoids, especially Hobgoblins. There are many separate states and cultures within this area, of varying sophistication and technology. The largest state is Imperial Cathay, where gunpowder technology is known but not fully exploited. Society throughout the east is insular and unenterprising, a situation enhanced by the universal Simca religion. The large Island lying off the coast of Cathay is called Nippon; an independant state of tough, sea-going peasantry and stern feudal overlords called Shogun.



THE NEW WORLD

The New World is a whole continent corresponding to North America in our own world. It is inhabited by humans and a host of strange native creatures. The northern areas were settled by the renegade Dark Elves many years ago, whilst the areas along the east coast have numerous Sea Elf colonies. The indiginous humans are stone-age primitives, hunters of wild game and harvesters of seasonal fruit. They occasionally trade with the Elves, but have little cultural contact with them.

LUSTRIA

Lustria is a vast continent dominated by jungle in the north and by huge rolling grasslands to the south. The most notable feature of the land is the mighty Amoco-Cadiz river system, which penetrates most of the north of the continent.

Apart from many exotic animals, Lustria is home to two kinds of native humans (Amazons and Pygmies), and the Slann. The Slann once ruled Lustria as the Aztecs ruled Mexico, and, like the Aztecs, they have become the victims of foreign colonialism and greed. The remains of the once vast Slann Empire now occupy only the northernmost part of the continent. The Norse and Old Worlder explorers, adventurers and traders who have ousted them have settled along the north eastern coasts. From here they launch expeditions inland in search of Slann gold or the natural treasures of the land; animal skins and mineral wealth.

THE ELF KINGDOMS

The Elf Kingdoms are the original homeland of the Elves and comprise of a large ring shaped island and a number of smaller surrounding islands. The entire area is one of outstanding natural beauty, with a pleasant warm climate and abundant natural vegetation. The main island has a mountainous wooded interior, with inward facing and outward facing coastal plains. The inward facing coast is populated by High Elves, living in secure cities or luxurious palaces. There is little agriculture practiced here, rather the whole area is left as far as possible in a natural state. The outward coast is used for agriculture and for what few industries exist, it is populated by the Sea-Elves, and there are many trading ports and harbours. From here the Sea Elves guard the sea ways between the Old and New Worlds.

The greatest city in all of the Elf Kingdoms is Lothern, situated upon either side of the harbour entrance into the inner sea area. It is inhabited mostly by Sea-Elves, and is unusual in that is the only Elf port that will admit foreign shipping, although all foreigners are restricted in their movements within the city itself.

NORTHERN AND SOUTHERN CHAOS WASTES

The Known World can be imagined as a sphere, with north and south polar regions. But the poles of this world are subject to a very strange phenomenon. As a traveller approaches the polar regions he becomes aware that all is not as it should be, that distances lose their perspective, that the geography seems strangely fluid and the weather and light increasingly erratic. Some distance from the pole the physical laws of nature break down altogether, so that nothing is steady or predictable, and that all direction and distance is unnaturally distorted. These are the Incursions of Chaos - areas into which ships sail and never return, or from which strange monsters or warriors emerge to weak havok upon the Known World.

The Incursions of Chaos are not geographically fixed, but pulse in and out from the pole at irregular intervals. As they grow, these regions can be observed as a throbbing rainbow of colour in the night sky. At such times the inhabitants of extreme northern or southern lands flee from their homes rather than risk becoming caught up in the Incursion. At their greatest, the Incursions of Chaos touch upon Norsca in the North and southern Lustria in the south. No one knows for sure if the Incursions have finite limits or not, perhaps one day they will meet at the equator and engulf the entire world.

Because the poles are unstable their geography is in no way fixed. The Known World map depicts the world as it is now, about 100 years after the ebb of Chaos from the whole of Norsca. This event was accompanied by invasions of Chaos Warriors and Beastmen into Norsca and the northern Old World, an invasion which was thrown back, but which devastated Norsca and spawned many Chaotic mutations including the race of Chaotic (or Black) Dwarfs amongst the Norse Dwarfs. Whilst the Incursions have now retreated, occasional bands of Chaos creature still wander across into the world and the Black Dwarfs seem settled in northern Norsca as a permanent feature.

It was the Incursions of Chaos, and the resulting disruptions amongst the Norse and Old Worlders that drove many of them to new lands such as Lustria and New Coast. This also explains the high proportion of Norse and Dwarfs who are now settled in Lustria. The Incursions are not looked up as an evil by all. The worshippers of Chaotic Gods see the resulting insanity, bloodshed and slaughter as a holy process of catharsis and redemption.

TIME LINE FOR THE KNOWN WORLD

The Known World has evolved out of our own Warhammer games and campaigns. In re-drawing the map, and re-stating the history of the Known World it was inevitable that we should form some sort of general idea of how it evolved into the world of the present. Many of these ideas are rather vague, because to the current inhabitants the events portrayed belong in the distant past; they are part of an entire, unfathomable pre-history. So, the time-line presented shouldn't be taken as a definitive history. The events portrayed before the fall of the Old Slann are pure conjecture on the part of this author. This history will be of most help to the imaginative GM who is trying to fill-out a Known World campaign of his own.

Years before the present	
100 000	**The Time of the Great Ice Age.** The greater part of the northern and southern hemispheres are held within the grip of mighty ice sheets. At the poles these are many miles thick. In the North they extend over the entire Old World. In the South they cover much of the southern ocean and half of Lustria. All of the living species of the Known World live within the equatorial regions of Cathay, the Southland and Lustria. The Dark Lands are at this time rich and fertile. There is no civilisation. Intelligent species live by hunting, using crude stone tools for weapons.
10 000	**The Old Slann appear.** Perhaps they evolve independently in Lustria, but more likely they arrive in an advanced state from some other world.
9 000	**The end of the Ice Age.** The Old Slann alter the planet's orbit, causing a general increase in temperatures, rise in sea levels and withdrawal of the ice sheets to the extreme polar regions. **The emergence of Elves as a civilised species.** The Old Slann take stock of the animals living in the Known World. For reasons best known to themselves they transplant the emerging race of Elves onto the island group later known as the Elven Kingdoms. The Elves are now isolated from other intelligent creatures. With the retreat of the ice sheets, creatures of all kinds move into the north and south. Some creatures, including humans cross over into the New World.
8 000	**The emergence of Amazons in Lustria.** The Old Slann choose from somewhere a group of humans. By some means the Old Slann tamper with their genetic structure, using them to create the race of Amazons in Lustria. Whether the Amazons are created to be workmates of the Old Slann, or whether they are nothing more than a whim of these god-like creatures is uncertain.
7 000	**Fall of the Old Slann.** Who can say how the Old Slann fell from power? That they fell is certain, their civilisation collapses almost overnight. In Lustria the remaining Slann retrogress into a strange, barbaric people. They forget most of their Old Technology and powerful magic. **The Incursions of Chaos are created.** Many strange creatures are released into the world. **In Lustria the Amazonian Sisterhood is founded.** The Amazons war continually on the new Slann Empire.
6 000	**The High Age of the Elves.** The Elves have developed a lofty and high-minded civilisation and begin to explore the world. This is a time of great sea voyages. In the New World they begin to build new settlements. In the Old World they establish whole new Kingdoms along the coast **The Dwarfs enter their own High Age.** Already they are skilled metallurgists and stone-workers. They put both abilities to use in constructing the huge stone cities and fortresses that are to dominate the Worlds Edge Mountains for the next five millenia. **Rebellion and Exile of the Dark Elves.** Elvish settlement of the New World ends.
5 000	**Dwarfs and Elves live harmoniously together.** Together they help clear many of the wild beasts from the Old World. At this time men still live as barbarians, without proper understanding of metalwork or agriculture. **Dwarfs and Elves begin costly, inter-racial war.** **Departure of the Elves from the Old World.** Only a few isolated communities are left



deep within the forests, the are destined to become the Wood Elves of the Old World. The Dwarfs are decimated, and many of their fortresses fall into ruin.

4 000

Massive volcanic activity in the Dark Lands destroys what was formerly a fertile and pleasant area. Now it is barren and life-less; lying under a blanket of air-borne ash and smoke. Many of the creatures who used to live in the region, notably goblinoids, are forced to flee over the mountains.

Goblin/Dwarf wars begin.

3 000

Emergence of Man in Arabia and Cathay, and shortly afterwards, in the Old World. Development of metal working and agriculture, trade with the Dwarfs and the beginnings of human civilisation.

With the help of Man the Dwarfs finally drive the Goblins back into the Dark Lands.

Hobgoblin invasions of Cathay are driven back by the first Simcists.

2 000

The Old World is slowly de-forested and cultivated by Man. Remaining wild creatures and monsters are driven into the deeper forests, or into the north.

Old Worlders establish and re-establish nations as they war continually amongst themselves.

1 000

Old Worlders and Arabians begin series of religious wars. These last off and on for the next 800 years.

In the north-east of the Old World human nomad invaders establish themselves in sedentary communities.

500

Norse and Old Worlders begin to explore the western seas. They discover the Elves, who prevent them from voyaging westward and deny them access to their lands.

Elves once more sail to the Old World where they set up trading posts. Their monopoly of the sea trade is deeply resented, especially by the Norse.

200

Incursions of Chaos become extremely active. Vast armies of Chaotic creatures pour over most of Norsca and the north of the Old World. The invaders are flung back by Man aided by the valiant Norse Dwarfs, but at terrible cost.

Creation of the Chaotic Black Dwarfs and beginnings of Chaotic cult worship amongst some decadent Old Worlders.

100

Lustria discovered by Erik the Lost. The beginnings of settlement by Norse, Norse Dwarfs and, later, by Old Worlders. First contact of Men and Slann. The plundering and erosion of the Slann Empire.

The New Coast discovered by the descendant of Erik, Lost Erikson. The beginnings of Norse and Dwarf settlement of the New Coast.

0

The world as it is today. The Old Worlders and Norse continue to exploit the new wealth of Lustria and the New Coast. The Elves maintain their stranglehold on trade with the New World, but feel threatened by the new wave of human expansion. The Elves are not above holding or even confiscating ships and cargoes travelling between the new lands and the Old World. In responce many humans have taken to piracy, basing themselves in the many small islands off the coast of northern Lustria.

Further exploration continues. Over the last decade the Old Worlders have reached as far as Cathay.

Meanwhile the Incursions of Chaos are becoming active once more, and threaten to trouble the entire globe.



THE BATTLE BESTIARY

MEN AND HUMANOID CREATURES

The following creatures are those most commonly used as the mainstay of fantasy armies. They are all intelligent creatures, with skills and social systems comparable in type, if not always in degree, to those of Men. All of the following creatures are under 10' in height.

AMAZONS

Amazons are perhaps the strangest of all humans. They are physically identical to Old Worlders, despite coming from an equitorial jungle region where the only other humans are dark skinned pygmies. An Amazon suitably dressed could walk the streets of any Old World town without appearing out of place.

The strangest thing of all about Amazons is that their population is almost all female. Whether as a result of long forgotten magic or by natural means, Amazons are adapted to re-produce parthenogenetically. The process is controlled by the Amazonian Sisterhood, whose priestesses use various natural drugs to induce pregnancy and determine the gender of the child. Amazons can also reproduce normally, although this rarely happens, due to the introverted and involved nature of Amazon society.

Amazonian culture is directly derived from that of the Old Slann - the powerful, mystical and technological race that once ruled the planet. The Old Slann seem to have favoured the Amazons, teaching them much about magic, science and philosophy. To this day the knowledge of the Old Slann is guarded and utilised by the Amazonian Sisterhood.

Amazonia is administered by the religious organisation called the Sisterhood. The Sisterhood is rather like a monastic order. As novices the young cult members live closetted lives, only acquiring responsibility as they get older and wiser.

Amazons are very proud of their society, their culture and their independance. They have little time for other humans, or other humanoid races.

Physique. As normal humans.

World Distribution. North-central Lustria, known as Amazonia.

Alignment. Neutral.

Base-Size. Standard 20 x 20mm.

Special Rules. Some Amazons (5%) are **Berserkers** and subject to **frenzy.** In addition the warriors known as the **Kalim** are of special interest. The Kalim are a group of religiously fighters who act as the soldiery of Amazonia and the guardian of its people and temples. The constant consumption of the narcotic **koka** in their diet enables them to live largley without sleep or food - so they tend to be a bit thin and slightly insane looking. Deprived of normal sensory functions they can overcome great pain, and have little aversion to blood, slaughter or death. They are highly skilled warriors (+1 WS +1 BS). Their state of mind makes them very edgy, irrational and strung out (+2 Initiative, -1 Ld and -1 Cl). There are no Kalim wizards. Apart from the regular Kalim there are the **Kalim Devouts,** who guard the inner santuaries of the Amazonian temples. Devouts have the same profiles as Kalim, but will often (10% chance) be permitted to carry Old Slann High Age weapons. These can be generated using the following chart.

Gen. Artifact

01-20	**Needler**	A powerful airgun firing steel needles (10% poisoned **manbane**). They need to be reloaded after every shot, and so cannot move and fire in the same turn. Range: short 8", maximum 20". Any hit will be at strength 2, but the weapon has unusual penetrative powers so -1 from any armour saving throw.
21-50	**Bolt Pistol**	Bolt guns fire small fin-stabilised, explosive bolts, they make a lot of noise and cause a great deal of damage. They are slow to load and cannot move and fire in the same turn. Range, short 8", maximum 30". Any hit will be at strength 4. The weapon has unusual penetrative penetrating powers, so -2 from any armour saving throw.
51-70	**Bolt Rifle**	As per pistol except short range is 12", maximum range is 40".
71-90	**Power Sword**	See **Battle Magic** volume.
91-00	**Arcane Rod**	See **Battle Magic** volume.

Profile

Fighting Characteristics								Personal Characteristics			
M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
4	3	3	3	3	1	3	1	7	7	7	7

Basic Points Value. 5

Character Profiles. As Humans.



CHAOS BEASTMEN

Times of great activity in the Incursions of Chaos bring invading hordes of Chaos Beastmen. These foul creatures are aptly named, for they have the forms of Men, but perverted into animalistic shapes and endowed with unnatural attributes. They are the minions and servants of the Chaos Gods; dieties who bestow upon their devoted followers the likenesses of beasts, as well as other un-nameable gifts. If Beastmen have human blood in their veins it is now very dilute indeed. These abominations have become established as a race in their own right, although they are dispised by every other living creature. They speak a language called the Dark Tongue, which is not a Known World language at all.

Physique. Beastmen are very variable. The most common type resemble humans, but with a beast's head and legs. Others may have only animal heads; like Minotaurs, which are a form of Beastmen. Beastmen do not breed true, spawning new mutations in every generation. A whole group of Beastmen will typically include individuals with extreme mutations; such as no head, limbs of variable size, multiple limbs or heads and variable skin colours and textures. The more extreme mutations are regarded as especially favoured by the Chaos Gods.

World Distribution. Beastmen arrived in the Known World as part of the Incursions of Chaos. They still appear in roving bands amongst the northern part of the New World, Norsca and the steppes. There are groups known to exist deep within the forests that flank the western slopes of the Worlds Edge Mountains. It would seem that some isolated and corrupt human communities feed and even worship them as followers of the Chaos Gods.

Alignment. Chaotic.

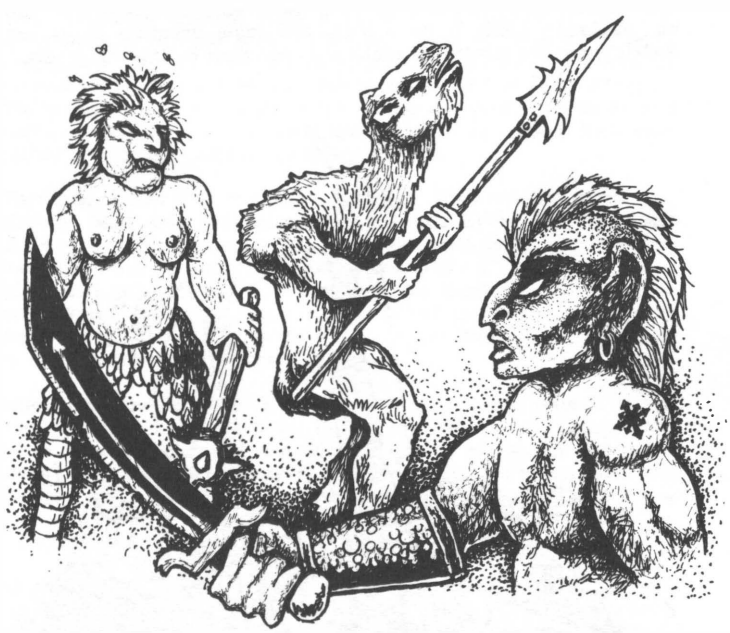
Base Size. 25mm x 25mm.

Special Rules. Chaos Beastmen are so variable that individuals are bound to have special powers, or occasional disadvantageous mutations. The profile that follows is for an average Beastman - if there can be said to be such a thing.

Profile.

Fighting Characteristics								Personal Characteristics			
M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
4	4	3	3	4	2	3	1	7	6	7	6

Basic Points. 10.



Character Profiles. The following profiles are standard for average Beastman champions, minor heroes, major heroes and wizards. These profiles are included for your convenience - in fact Beastmen characters are far more complex, and may have additional powers as will be detailed in our forthcoming **Realm of Chaos** supplement. The PVs of wizards does not include spells -as it is possible for a wizard to have less than his maximum spells if he wishes, and some creature types are restricted in the number of spells they can have by low Int. levels.

Fighting Characteristics								Personal Characteristics			
Champion - Points Value 18											
M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
4	5	4	4	4	2	4	1	7	6	7	6
Minor Hero - Points Value 69											
M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
4	6	5	4	5	3	5	2	8	7	8	7
Major Hero - Points Value 132											
M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
4	7	6	4	5	4	6	3	9	8	9	8
Wizard level 1. CPs 10. PV 165											
M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
4	4	3	3	4	2	4	1	7	6	7	7
Wizard Level 2. CPs 20. PV 360											
M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
4	4	3	4	5	3	5	1	8	7	8	8
Wizard Level 3. Maximum of 8 spells. CPs 30. PV 690											
M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
4	4	3	4	5	4	6	1	9	8	9	9
Wizard Level 4. Maximum of 9 spells. CPs 40. PV 870											
M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
4	4	3	4	5	5	7	1	10	9	10	10

DARK ELVES

Many years ago, before even the Dwarf/Elf wars, some of the Elves rebelled against the Elven Old Gods and were seduced into the worship of the sinister Gods of Chaos. They became bitter and twisted, so that the other Elves called them the Dark Elves. They were driven from the Elven Kingdoms into the western lands known as the New World. Dark Elves raid as part of the Incursions of Chaos, crossing the seas to destroy targets in the Old World. Of special note are the **Witch Elves;** female warriors who feed on living flesh and drink blood. They are subject to **frenzy.**

Physique. Dark Elves look exactly the same as other Elves.

World Distribution. The north-eastern coasts of the New World.

Alignment. Chaos or Evil.

Base Size. Standard 20 x 20mm.

Special Rules. Dark Elves **hate** other Elves. Witch Elves are subject to **frenzy.**

Basic Profile.

Fighting Characteristics								Personal Characteristics			
M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
4	4	4	3	3	1	5	1	8	9	9	8

Basic Points 7½

Character Profiles. The following profiles are standard for Dark Elf champions, minor heroes, major heroes and wizards. These profiles are included for your convenience - GMs are free to vary them within their own games and campaigns. The PVs of wizards does not include spells - as it is possible for a wizard to have less than his maximum spells if he wishes, and some creature types are restricted in the number of spells they can have by low Int. levels.

Fighting Characteristics								Personal Characteristics			
Champions - Points Value 9¾											
M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
4	5	5	4	3	1	6	1	8	9	9	8
Minor Hero - Points Value 63											
M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
4	6	6	4	4	2	7	2	9	10	10	9
Major Hero - Points Value 124											
M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
4	7	7	4	4	3	8	3	10	10	10	10
Wizard Level 1. CPs 10. PV 92½											
M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
4	4	4	3	3	1	6	1	8	9	9	9
Wizard Level 2. CPs 20. PV 320											
M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
4	4	4	4	4	2	7	1	9	10	10	10
Wizard Level 3. CPs 30. PV 400											
M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
4	4	4	4	4	3	8	1	10	10	10	10
Wizard Level 4. Maximum of 10 spells. CPs 40. PV 810											
M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
4	4	4	4	4	4	9	1	10	10	10	10



DWARFS

Dwarfs are not a numerous people, they live a long time but multiply very slowly. They are also clannish, often living in inaccessible castles or underground holds.

Dwarfs are proud and very short tempered. Dwarf history is full of occasions where Dwarfish indignation at some petty slight resulted in racial feuding or costly war. One such war was fought in the legendary past, when the Dwarfs battled against the Elves of the Old World. Eventually the Elves retired from the conflict, returning to their homelands in the Elven Kingdoms, whilst the weakened Dwarfs fell victim to invasions of Goblins. The succeeding conflicts are known as the Goblin Wars, during which the Dwarf Kingdoms of the Old World were reduced to only a few strongholds along the World's Edge Mountains. The Norse Dwarfs suffered less from the conflict, living alongside the Norse in the mountains of Norsca. More recently they have come under attack from the Incursions of Chaos and many Norse Dwarfs have fled across the seas to the new lands of Lustria, and the South Land settlements of the New Coast.

Dwarfs are a very material people, they are excellent artisans and sturdy workers. They are very non-magical, and Dwarf wizards are rare. They speak Old Worlder or Norse as well as their own secret Dwarfish tongue which they teach to no-one.

Physique. Dwarfs are short creatures about 5' in height but very broadly built. Their physique is ideally suited to underground living, tunnelling and mining. Their skin is the same shade as that of humans. Their hair colour varies a great deal, amongst the Norse Dwarfs red-headed and blond Dwarfs are the most common.

World Distribution. Apart from the remaining New World and Norsca settlements there are no large communities of Dwarfs. They are a dying race whose days are surely numbered.

Alignment. Law, Good, Neutral, Evil or Chaos. Most Dwarfs are Neutral, although some communities living on the Worlds Edge Mountains have become tainted and are Evil (even so they have no truck with goblinoids). Similarly some of the Norse Dwarfs have been corrupted by the Incursions of Chaos, and have embraced the Gods of Chaos, becoming Chaotic themselves.

Base Size. Standard 20 x 20mm

Special Rules. Dwarfs **hate** all goblinoids. They suffer **animosity** against Elves. Dwarfs make relatively poor wizards, they are just not magically minded! A Dwarf wizard only has **half** the CPs of a normal wizard. To compensate for this their PV is only 75% of the normal value as calculated for other creatures. This has been taken into account in the character charts.

The Norse Dwarfs have a similar cultural outlook to human Norse. Their communities also support a number of **Berserkers,** violent Dwarfs who are subject to **alcoholism** and **frenzy.**

Basic Profile

Fighting Characteristics								Personal Characteristics			
M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
3	4	3	3	4	1	2	1	9	7	9	9

Basic Points Value. 7½

Character Profiles. The following profiles are standard for Dwarf champions, minor heroes, major heroes and wizards. These profiles are included for your convenience - GMs are free to vary profiles within their own games and campaigns. The PVs of wizards does not include spells - as it is possible for a wizard to have less than his maximum spells if he wishes, and some creature types are restricted in the number of spells they can have by low Int. levels.



Fighting Characteristics								Personal Characteristics			
Champions - Points Value 9¼											
M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
3	5	4	4	4	1	3	1	9	7	9	9
Minor Hero - Points Value 63											
M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
3	6	5	4	5	2	4	2	10	8	10	10
Major Hero - Points Value 132											
M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
3	7	6	4	5	3	5	3	10	9	10	10
Wizard Level 1. CPs 5. PV 52½											
M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
3	4	3	3	4	1	3	1	9	7	9	10
Wizard Level 2. CPs 10. PV 180											
M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
3	4	3	4	5	2	4	1	10	8	10	10
Wizard Level 3. CPs 15. PV 300											
M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
3	4	3	4	5	3	5	1	10	9	10	10
Wizard Level 4. Maximum of 10 spells. CPs 20. PV 540											
M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
3	4	3	4	5	4	6	1	10	10	10	10

ELVES

Elves are the oldest and wisest of all the humanoid races. They are a sophisticated people, with a profound appreciation for, and understanding of, the arts. They live lives of hedonistic self-indulgence. No Elf likes to have to deal with the problems of everyday life. Labour of all kinds is considered as dull. Elves do not get on well with other races, being arrogant, whimsical and impractical. Dwarfs find them irritating. Elves speak their own rather precise and complex language, Elvish.

Physique. Elves look much like humans. They are tall, about 6', slightly built and well proportioned. All Elves are lithe and attractive, their faces are thin and alert with large eyes and full mouths. Their ears can be quite large and are often pointed. Few Elves can grow beards. Hair colours are black through silver to pure white. Blonde or brownish hair is not uncommon, but red is rare. Many Elves dye their hair, and the practice of using make up is usual amongst both sexes.

World Distribution. The Elven Kingdoms, with settlements in the New World and trading posts in the Old World. Originally, the Elves occupied much of the Old World, the remainder being the Dwarf homelands. However, following the wars between the Dwarfs and Elves, the latter eventually retired leaving only a few scattered communities. There are recognised divisions, or 'kindreds' of Elves.

High Elves. Most Elves would not suffer the discomfort of travel, nor wish to interupt their own rich social lives. These are the High Elves, the core of the Elven race, who live in the cities of the Elven Kingdoms. To these people working for a living is regarded as a sign of personal failure. Few High Elves ever leave the Elven Kingdoms. Younger, more adventurous individuals might do so as a form of vacation, or for the 'experience'. These travellers cannot help but irritate the other races they encounter by their patronising and overbearing attitude. They are often lynched.

Sea Elves. The Elves living around the coasts of the Elven Kingdoms have a tradition of seamanship and fighting. Because of this the High Elves look down on them. In fact they are brave warriors and tireless guardians of the sea-ways. It is thanks to these people that the sea routes between the Old World and Lustria remain open. Sea Elves are quite venturesome, and can often be found as merchants and traders in the Old World ports. Most of them speak Old Worlder as well as Elvish, and can handle a fair amount of the Norse language too. The Elven trading posts of the Old World are run almost exclusively by Sea Elves.

Wood Elves. The Wood Elves represent the last vestiges of the colonies founded long ago in the Old and New Worlds. The people themselves are more broad-minded and less self pre-occupied than High Elves, even going as far as to maintain relations with humans. They are excellent bowmen, although reluctant warriors. Their numbers are few and declining. Wood Elves love hunting, singing, dancing and jocular merry-making. Those Wood Elves that return to the Elven Kingdoms find themselves dubbed 'boorish' or 'rural'. There are a few very small communities in the forests along the eastern edges of the Worlds Edge mountains and several larger colonies on the eastern coasts of the New World. Wood Elves speak Elvish with a distictive accent, and can usually speak the local tongues too.

Alignment. Law or good.

Base-size. Standard 20 x 20mm.

Special Rules. Elven units cause **fear** in units of Goblins and Lesser Goblins that are less than twice their own strength. For example, 10 Elves cause fear in units of 1-19 Goblins.

Basic Profile

Fighting Characteristics								Personal Characteristics			
M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
4	4	4	3	3	1	6	1	8	9	9	8



Basic Points Value. 8

Character Profiles. The following profiles are standard for Elf champions, minor heroes, major heroes and wizards. These profiles are included for your convenience - GMs are free to vary profiles within their own games and campaigns. The PVs of wizards does not include spells - as it is possible for a wizard to have less than his maximum spells if he wishes, and some creature types are restricted in the number of spells they can have by low Int. levels.

Fighting Characteristics								Personal Characteristics			
Champion - Points Value 10											
M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
4	5	5	4	3	1	7	1	8	9	9	8
Minor Hero - Points Value 63											
M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
4	6	6	4	4	2	8	2	9	10	10	9
Major Hero - Points Value 124											
M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
4	7	7	4	4	3	9	3	10	10	10	10
Wizard level 1. CPs 10. PV 85											
M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
4	4	4	3	3	1	7	1	8	9	9	9
Wizard Level 2. CPs 20. PV 380											
M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
4	4	4	4	4	2	8	1	9	10	10	10
Wizard Level 3. CPs 30. PV 630											
M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
4	4	4	4	4	3	9	1	10	10	10	10
Wizard Level 4. Maximum of 10 spells. CPs 40. PV 840											
4	4	4	4	4	4	10	1	10	10	10	10

GOBLINS

Goblins are by far the most common of all the goblinoid races. They love to inflict pain and suffering on other creatures, and will squabble amongst themselves if they have no one else to fight. Lacking fighting discipline, they make very poor warriors, and often run away at the first opportunity. Although there are many Goblins, they are such a rabble, so uninspired, disunited and generally useless, that they rarely present anything other than a transitory threat to human settlement.

Physique. Goblins are short; ranging from 4' to 5'6' in height. Occasionally an especially large Goblin might reach 6'. Their bodies are bent, twisted and eternally unwashed; whilst their faces are gross and leering. Their skin colour varies a great deal, some are palid and greenish; others are dark skinned or almost black. Goblins speak the common Goblin tongue.

World Distribution. Goblins were once very common in the Old World, but have been entirely expelled from these lands by Men. Now'adays their homeland is the Dark Land, The Worlds Edge Mountains and Mountains of Mourn. These areas are thick with their underground dwellings, shared by all the goblinoid races. There are few Goblins in the Steppes or Cathay, areas where Hobgoblins are more dominant. In the South Lands, however, there are many settlements of these evil creatures.



Alignment. Evil.

Base Size. Base sizes are standard 20 x 20mm.

Special Rules. Goblins are subject to **animosity** against other goblinoids. They **hate** Dwarfs. Goblin units **fear** units of Elves which are over half of their own numeric strength. Goblins often ride wolves or giant boars. Goblin **Fanatics** are the only known users of the Ball-and-chain weapon.

Basic Profile

Fighting Characteristics								Personal Characteristics			
M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
4	2	3	3	3	1	2	1	5	5	5	5

Basic Points . 2¼

Character Profiles. The following profiles are standard for Goblin champions, minor heroes, major heroes and wizards. These profiles are included for your convenience - GMs are free to vary profiles within their own games and campaigns. The PVs of wizards does not include spells - as it is possible for a wizard to have less than his maximum spells if he wishes, Goblins are restricted in the number of spells they can have by low Int. levels.

Fighting Characteristics								Personal Characteristics			
Champion - Points Value 4¼											
M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
4	3	3	4	3	1	3	1	5	5	5	5
Minor Hero - Points Value 22½											
M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
4	4	4	4	4	2	4	2	6	6	6	6
Major Hero - Points Value 75											
M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
4	5	5	4	4	3	5	3	7	7	7	7
Wizard Level 1. CPs 10. PV 27½											
M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
4	2	3	3	3	1	3	1	5	5	5	6
Wizard Level 2. CPs 20. PV 100											
M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
4	2	3	4	4	2	4	1	6	6	6	7
Wizard Level 3. Maximum of 7 spells. 7. CPs 30. PV 320											
M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
4	2	3	4	4	3	5	1	7	7	7	8
Wizard Level 4. Maximum of 8 spells. CPs 40. PV 630											
M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
4	2	3	4	4	4	6	1	8	8	8	9

GNOMES

Gnomes are smaller relatives of the Dwarfs, they have a similar cultural background and speak a dialect version of Dwarfish. Gnomes are even more short-tempered and difficult to get along with than Dwarfs. Like Dwarfs they live mostly underground or amongst mountains.

Physique. Small and stocky, rarely exceeding 4' in height. Gnomes have characteristic bulbous noses, shaggy hair and beards. Hair colour is usually black but can be brown or red. Skin colour is the same as Dwarfs, but will tend to look weather-beaten and tanned.

World Distribution. Gnomes live almost exclusively amongst the western sides of the Worlds Edge Mountains, they are few in number and declining all the time. They survive in the remoter areas of the Isle of Albion, but cannot be said to constitute anything other than a rural and backward remnant of the race.

Alignment. Law, good, neutral, evil or chaotic. Almost always Neutral.

Base Size. Standard 20 x 20mm.

Special Rules. Hate Goblins.

Basic Profile.

Fighting Characteristics								Personal Characteristics			
M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
4	4	3	3	2	1	3	1	8	7	7	8

Basic Points Value. 5



Character Profiles. The following profiles are standard for Gnome champions, minor heroes, major heroes and wizards. These profiles are included for your convenience - GMs are free to vary profiles within their own games and campaigns. The PVs of wizards does not include spells - as it is possible for a wizard to have less than his maximum spells if he wishes, and some creature types are restricted in the number of spells they can have by low Int. levels.

Fighting Characteristics								Personal Characteristics			
Champion - Points Value 7											
M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
4	5	4	4	2	1	4	1	8	7	7	8
Minor Hero - Points Value 36											
M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
4	6	5	4	3	2	5	2	9	8	8	9
Major Hero - Points Value 84											
M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
4	7	6	4	3	3	6	3	10	9	9	10
Wizard Level 1. CPs 10. PV 55.											
M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
4	4	3	3	2	1	4	1	8	7	7	9
Wizard Level 2. CPs 20. PV 195											
M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
4	4	3	4	3	2	5	1	9	8	8	9
Wizard Level 3. CPs 30. PV 360											
M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
4	4	3	4	3	3	6	1	10	9	9	10
Wizard Level 4. Maximum of 10 spells. CPs 40. PV 690.											
M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
4	4	3	4	3	4	7	1	10	10	10	10

HALF-ORCS

Half-Orcs are the spawn of mixed races, chiefly humans and goblinoids. All such creatures are commonly called Half-Orcs, although in fact they may have Hobgoblin or Goblin blood rather than that of Orcs. Although renegrade bands of Half-Orcs do act together as mercenaries or raiders, it is more usual to find them integrated within goblinoid society. They speak the common Goblin tongue.

Physique. These creatures look like a cross between humans and goblinoids, just as you would expect. Some have characteristically Orcish heads, whilst others resemble humans more closely, but maybe have slightly ape-like arms or crooked legs. Appearance is very variable. Skin and hair colour usually approximate to those of the creature's originators.

World Distribution. Wherever there are Goblins and humans.

Base-Size. Standard 20 x 20mm.

Special Rules. Half-Orcs can act as leaders of other goblinoids.

Basic Profile

Fighting Characteristics								Personal Characteristics			
M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
4	3	3	3	3	1	3	1	7	6	7	7

Basic Points $4\frac{3}{4}$

Character Profiles. The following profiles are standard for Half-Orc champions, minor heroes, major heroes and wizards. These profiles are included for your convenience - GMs are free to vary them within their own games and campaigns. The PVs of wizards does not include spells - as it is possible for a wizard to have less than his maximum spells if he wishes, and some creature types are restricted in the number of spells they can have by low Int. levels.

Fighting Characteristics								Personal Characteristics			
Champions - Points Value $6\frac{3}{4}$											
M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
4	4	4	4	3	1	4	1	7	6	7	7
Minor Hero - Points Value 36											
M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
4	5	5	4	4	2	5	2	8	7	8	8
Major Hero - Points Value 84											
M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
4	6	6	4	4	3	6	3	9	8	9	9
Wizard Level 1. CPs 10. PV $52\frac{1}{2}$											
M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
4	3	3	3	3	1	4	1	7	6	7	8
Wizard Level 2. CPs 20. PV 195											
M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
4	3	3	4	4	2	5	1	8	7	8	9
Wizard Level 3. Maximum of 8 spells. CPs 30. PV 360											
M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
4	3	3	4	4	3	6	1	9	8	9	10
Wizard Level 4. Maximum of 9 spells. CPs 40. PV 750											
M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
4	3	3	4	4	4	7	1	10	9	10	10



HALFLINGS

Halflings are an overfed and peaceful folk, not much given to military pursuits. They regard most wars and forms of organised aggression as a waste of good feeding time. Nethertheless they are a determined, even stubborn race; and will defend their homes, country, livelihoods and lunch with considerable vigour if necessary. Halflings speak Old Worlder in a very distictive warbling accent.

Physique. Halflings vary between 2' and 4' in height, they are rotund, pot-bellied and squat, but not as burly or powerfully built as Dwarfs. They do not grow beards or facial hair, other than the side-burns sported by elderly and well-to-do male Halflings. Their hands and feet are extraordinarily large considering the size of the rest of them. The hairiness of their feet is a constant source of pride to all Halflings, who prefer to go around barefoot.

World Distribution. Halflings come from the Old World, where they have an independant state, nominally headed and protected by a confederation of Old World human kingdoms.

Alignment. Neutral.

Base Sizes. Standard 20 x 20mm.

Special Rules. Halflings are subject to **alcoholism.**

Basic Profile

Fighting Characteristics								Personal Characteristics			
M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
3	2	4	2	2	1	5	1	6	7	6	8

Basic Points Value. 3½



Character Profiles. The following profiles are standard for Halfling champions, minor heroes, major heroes and wizards. These profiles are included for your convenience - GMs are free to vary them within their own games and campaigns. The PVs of wizards does not include spells - as it is possible for a wizard to have less than his maximum spells if he wishes, and some creature types are restricted in the number of spells they can have by low Int. levels.

Fighting Characteristics								Personal Characteristics			
Champion - Points Value 5½											
M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
3	3	5	3	2	1	6	1	6	7	6	8
Minor Hero - Points Value 34											
M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
3	4	6	3	3	2	7	2	7	8	7	9
Major Hero - Points Value 81											
M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
3	5	7	3	3	3	8	3	8	9	8	10
Wizard Level 1. CPs 10. PV 40.											
M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
3	2	4	2	2	1	6	1	6	7	6	9
Wizard Level 2. CPs 20. PV 105.											
M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
3	2	4	3	3	2	7	1	7	8	7	10
Wizard level 3. CPs 30. PV 320											
M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
3	2	4	3	3	3	8	1	8	9	8	10
Wizard Level 4. Maximum of 10 spells. CPs 40. PV 630											
M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
3	2	4	3	3	4	9	1	9	10	9	10

HOBGOBLINS

Hobgoblins are large relatives of Goblins. They are almost as aggressive as Orcs; quicker but not quite so steady in combat. They are proficient, if crude, metal workers and often live amongst other goblinoid creatures as smiths or miners. Like Orcs, they love slaughter, preferring to slay captives in individual combat rather than by slow torture as is customary amongst other goblinoids. Hobgoblins speak the common Goblin tongue.

Physique. Hobgoblins are the second largest of the goblinoid races, often reaching 6' and occasionally almost 7'. They resemble humans more closely than an Orc or Goblin. Their faces are quite human, although painfully ugly and sickening to look upon. Their leathery, blemished skin is usually a deep yellowish brown, and, unlike most Goblins, they have a full head of black hair.

World Distribution. Hobgoblins are common in the Dark Lands, where goblinoids are the dominant species. They are also fairly widespread throughout the Northern Steppes, where they lead nomadic lives hunting and herding cattle. Hobgoblins do not commonly live in underground settlements, although a few do inhabit the goblinoid dwellings of the Mountains of Mourn and the Worlds Edge Mountains. In the steppes they live from horse-back, or in large, heavy covered wagons. Hobgoblins are very rare in the Southlands, occuring individually as leaders rather than as whole tribes. In Cathay, they are the most common goblinoid type, more so even than Goblins.



Alignment. Evil.

Base Size. 25 x 25mm.

Special Rules. Hobgoblins are subject to **animosity** against other goblinoids. They are subject to **frenzy.** Hobgoblins can act as **leaders** of other goblinoid regiments.

Basic Profile

Fighting Characteristics								Personal Characteristics			
M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
4	3	2	3	4	1	3	1	7	6	6	6

Basic Points Value. 5

Character Profiles. The following profiles are standard for Hobgoblin champions, minor heroes, major heroes and wizards. These profiles are included for your convenience - GMs are free to vary profiles within their own games and campaigns. The PVs of wizards does not include spells - as it is possible for a wizard to have less than his maximum spells if he wishes, and Hobgoblins are restricted in the number of spells they can have by low Int. levels.

Fighting Characteristics								Personal Characteristics			
Champion - Points Value 7											
M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
4	4	3	4	4	1	4	1	7	6	6	6
Minor Hero - Points Value 36											
M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
4	5	4	4	5	2	5	2	8	7	7	7
Major Hero - Points Value 84											
M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
4	6	5	4	5	3	6	3	9	8	8	8
Wizard Level 1. CPs 10. PV 55											
M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
4	3	2	3	4	1	4	1	7	6	6	7
Wizard Level 2. CPs 20. PV 195											
M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
4	3	2	4	5	2	5	1	8	7	7	8
Wizard Level 3. Maximum of 8 spells. CPs 30. PV 360											
M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
4	3	2	4	5	3	6	1	9	8	8	9
Wizard Level 4. Maximum of 9 spells. CPs 40. PV 720											
M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
4	3	2	4	5	4	7	1	10	9	9	10

LESSER GOBLINS

Many ordinary Goblins are short, and there is no real physiological difference between the shorter and taller types other than their height. Both kinds live together and interbreed freely with other goblinoids as well as each other, so the situation is far from clear. In Goblin society the shorter, weaker Lesser Goblins tend to end up as slaves, workers and, sometimes as food. Just because they are little doesn't mean that they are not as cruel and wicked as even the largest Goblin. They are not adverse to waiting for their larger relatives to fall asleep before acting out unspeakable acts of petty revenge. The need to survive the whims of their Goblin masters endows them with unusual quick reactions and nimble wits for goblinoids. As a result they make reasonably effective wizards by what paltry standards exist for these low creatures.

Physique. Lesser Goblins are the smallest of goblinoid races, varying between 2' and 4' in height. They are slight and scrawny, resembling Goblins in all other respects.

World Distribution. Lesser Goblins live alongside ordinary Goblins and inhabit the same geographic areas. The notable exceptions are in eastern Cathay, where ordinary Goblins are rare, but these smaller creatures are more common.

Alignment. Evil.

Base Size. Standard 20 x 20mm.

Special Rules. Subject to **animosity** against goblinoids. **Hate** Dwarfs.

Fighting Characteristics								Personal Characteristics			
M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
4	2	3	2	2	1	4	1	5	5	5	5

Points Value. 1

Character Profiles. The following profiles are standard for Lesser Goblin champions, minor heroes, major heroes and wizards.. These profiles are included for your convenience - GMs are free to vary profiles within their own games and campaigns. The PVs of wizards does not include spells - as it is possible for a wizard to have less than his maximum spells if he wishes, and Lesser Goblins are restricted in the number of spells they can have by low Int. levels.

Fighting Characteristics								Personal Characteristics			
Champion - Points Value 2¾											
M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
4	3	4	3	2	1	5	1	5	5	5	5
Minor Hero - Points Value 21											
M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
4	4	5	3	3	2	6	2	6	6	6	6
Major Hero - Points Value 72											
M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
4	5	6	3	3	3	7	3	7	7	7	7
Wizard Level 1. CPs 10. PV 12½											
M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
4	2	3	2	2	1	5	1	5	5	5	6
Wizard Level 2. CPs 20. PV 85											
M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
4	2	3	3	3	2	6	1	6	6	6	7
Wizard Level 3. Maximum of 7 spells. CPs 30. PV 210											
M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
4	2	3	3	3	3	7	1	7	7	7	8
Wizard Level 4. maximum of 8 spells. CPs 40. PV 360											
M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
4	2	3	3	3	4	8	1	8	8	8	9



LIZARDMEN

Lizardmen are a diverse race whose appearance varies a great deal. In this respect they are similar to goblinoids, and we can refer to 'lizard races' in the same way. Lizardmen are the most numerous of this mixed group of creatures. They live in the deeper regions of caves systems, only emerging into the lower levels of Dwarf or Goblin holds in order to raid and take captives. They are an almost exclusively subterranean race, and are rarely seen out in the open except sometimes at night.

Lizardmen are socially primative, but quite capable of organising themselves to fight or to produce the few material items they need. They speak a unique language which defies translation, but is full of clicks, snorts, hisses and other peculiar sounds. How long they have lived under the earth is not known, but it is believed that they are the oldest intelligent race in the world, having lived here even before the coming of the Old Slann.

Physique. Lizardmen vary in height between 4' and 6'6" with no real average. They have tough, well muscled arms and legs, thick necks and typical reptilian heads. Their tails are long and powerful. Their bodies are covered in scales, which act like armour, and can be of almost any colour from dull browns to iradescent blues and reds.

World Distribution. Lizardmen are curious in that they appear all over the world, wherever there are mountain ranges with deep caverns. Perhaps these are all linked up far below the earth.

Alignment. Neutral.

Base Sizes. 25mm x 25mm.

Special Rules. Lizardmen have really tough skins, counted as **mail armour** at no extra points cost (it is included in the Basic Cost). Lizardmen living in the New World and Lustria are known to ride the giant reptile creatures called Cold Ones.

Basic Profile

Fighting Characteristics								Personal Characteristics			
M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
4	3	3	3	4	2	1	1	10	5	10	10

Basic Points . 20.
Character Profiles. The following profiles are standard for Lizardmen champions, minor heroes, major heroes and wizards. These profiles are included for your convenience - GMs are free to vary them within their own games and campaigns. The PVs of wizards does not include spells - as it is possible for a wizard to have less than his maximum spells if he wishes, and Lizardmen are restricted in the number of spells they can have by low Int. levels.

Fighting Characteristics								Personal Characteristics			
Champion - Points Value 24											
M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
4	4	4	4	4	2	2	1	10	5	10	10
Minor Hero - Points Value 80											
M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
4	5	5	4	5	3	3	2	10	6	10	10
Major Hero - Points Value 146											
M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
4	6	6	4	5	4	4	3	10	7	10	10
Wizard level 1. CPs 10. PV 180											
M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
4	3	3	3	4	2	2	1	10	5	10	10
Wizard Level 2. CPs 20. PV 400											
M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
4	3	3	4	5	3	3	1	10	6	10	10
Wizard Level 3. Maximum of 7 spells. CPs 30. PV 760											
M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
4	3	3	4	5	4	4	1	10	7	10	10
Wizard Level 4. Maximum of 8 spells. CPs 40. PV 900											
M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
4	3	3	4	5	5	5	1	10	8	10	10



MEN

Humanity is the most diverse and populous of all the humanoid races. They are adaptive, adventurous creatures with a considerable capacity to absorb magical and martial training. Accordingly, they make good wizards and soldiers, as well as traders, merchants, agriculturists and artisans. They are the dominant species in the Warhammer **Known World.**

Physique. Humans vary somewhat in height from individual to individual and also depending upon their broad racial type. Few humans exceed 6'6" or are shorter than 5'. The Known World is a tough place, far more dangerous than our own. The humans who inhabit its kingdoms and wildernesses have grown up and evolved amongst all sorts of perils and hardships, they are much stronger and more resiliant than a typical modern human of our world.

World Distribution. Humans of one sort or another can be found all over the known world. Apart from the recent wave of Old World settlers there are few humans at all in either the New World or Lustria - although Lustria has its own native human populations in the form of the Pygmies and Amazons. Both are unusual in many respects, and are described elsewhere.

Old Worlders or Men of the West come from the Old World. The Old World is rather like Europe as it was during the middle-ages, it is made up of many independant states of varying sizes. Although the Old World includes Dwarf kingdoms it is dominated by humans. The Old Worlder language can be spoken and understood by all humans within this area - despite some extreme dialect variations. Old Worlders are white skinned, usually have brownish hair and green or brown eyes. Most Old Worlders can be considered neutral.

The north of the Old World is technically and socially primitive (11-13th century europe), whilst the central areas are slightly more sophisticated (13th-15th century europe) and the the south is the most advanced (15-16th century europe). Gunpowder weapons and are totally unknown in the north, but are widely accepted in the south, although even here they are crude and far from common.

Although now somewhat old fashioned, the practice of introducing the young nobility to the sport of combat is still widespread. Most of these so-called Knights have better than average martial abilities due to years of training (WS+1).



The Norse live in the Northlands, or Norsca, upon the northern borders of the Old World. They are a seafaring, warlike and feudal people, somewhat like early medieval Vikings. They share their barren, rocky and undesirable homeland with the Norse Dwarfs, with whom they trade and war as the mood takes them. They speak a language called Norse, which is widely understood in the North of the Old World. Physically Norse tend to be tall, fair or red headed with blue or grey eyes. They are usually neutral.

The Norse live for war and for alcohol, they have little regard for culture and no respect whatsoever for weaklings. They admire strength, violence, the capacity to drink and very little else. They enjoy looting and pillaging, and will undertake immense sea journeys in search of booty.

One group of Norse worthy of special note are the **Berserkers.** Every Norse village or town has at least a few berserkers. These are usually young men with an even greater than usual preoccupation with violence and alcohol. They live carefree drunken lives, wenching and fighting. Berserkers can be recognised easily by the dirt that covers them, and by the good thick layer of pig fat which they apply to their long hair. Norse berserkers are subject to **alcoholism** and **frenzy.**



Arabians correspond closely to Ottoman Turks of the 16th century. Although Araby comprises of several ethnic groupings, and a number of states, these all owe allegiance to a single religion and a single centre of power controlled by the Sultan. All Arabians speak and understand Arabic, although most of the merchant classes would be able to handle Old Worlder fairly easily. Most Arabians are shortish and swarthy, with hook noses, and dark hair and eyes. Some of the Arabian Kingdoms - or Caliphates - lie upon the northern borders of the Southlands and the people are negroid, although they share a common culture with other Arabians.

Arabian society is feudal and perhaps not so technically advanced as that of the Old Worlders. They have some knowledge of gunpowder weapons, but their religious dogmas prevent them from developing either socially or technically.

Arabians worship Allah as manifest on earth by his chosen prophets. The words of the prophets are taken very seriously by the people and Sultan alike, and only a very foolish or stupid individual would go against a prophet of Allah. The Arabians do trade with Old Worlders, but they have little tolerance with infidels and on the whole prefer to war against them.

Amongst the Arabian warriors worthy of note are the **Dervishers.** Dervishers are fanatical, religious warriors all too willing to die for Allah. They are subject to **frenzy.** Another warrior type used by the Arabians are the **Eunochs.** Eunochs are only rarely slaves, more often they are individuals brought up and trained as warriors or guards. They are unusually steadfast and loyal (Cl+1, Ld+1).



Steppe Nomads live on the northern steppes to the east of the World's Edge mountains. They share this vast territory with a number of partly nomadic goblinoid tribes, but the steppe-lands are large enough to accomodate many different races without too much conflict. Steppe are shortish, about 5'6", with an oriental cast to their features. There are many different tribal groupings, speaking many tongues and worshipping many gods. What they all have in common is their way of life. Nomads are constantly on the move, living on horse back, or in wagons, hunting game, harvesting wild crops and managing their herd animals: horses, cattle and goats. They also keep domestic fowl as well as powerful hunting dogs. Like other humans they are neutral.

Technically, nomads are not as primitive as one might imagine, they work iron and other metals on mobile forges, trading their animals or pelts for the necessary mineral ores. Clothing is mostly furs, skins or foriegn cloth. Nomads use bows and spears for hunting and warfare; although one or two firearms find their way into the steppe lands most nomads distrust them.



Orientals comprise the largest single population of humanity in the world. Their homelands are known as Cathay and comprises of a large number of independant monarchic states, somewhat like the far east of our own world in ancient times. All of these states have introverted and complex governmental bodies, unfathomable legal systems and rigidly stratified social heirarchies. This makes the Orientals very fatalistic and insular. All Orientals have dark, yellow skin and usually have slanting eyes. They tend to be shorter than Old Worlders; about 5' 6", and have black hair. There are many different languages spoken in Cathay, the common tongue of more civilised areas is called Cathan. Orientals are neutral.

Technology and society varies tremendously from the stone-age head-hunting barbarians of the south, to the ordered civilisations of the north, including Nippon and Imperial Cathay. Much of Cathay is sub-tropical or mountainous, the domain of countless primitive tribes as well as other humanoid creatures. Although gunpowder technology is known in Cathay, lack of imagination and innate conservatism prevent its widespread use.

Apart from the primative tribes and a few independantly minded states, the Orientals worship a common god called **The Orange Simca**. Simca corresponds closely with the worship of Buddah in our world. Monks wear orange robes and spend most of their time in contemplation. Vimto is the martial version of Simcism.

In Nippon the **Samurai** have developed their skills to a level far above those of normal humans (WS+2, BS+2, W+1, I+3, Cl+1, WP+1). Fatalism has reached such a peak in these warriors that some (up to 10% in any battle) can become **Kamikaze** (subject to **frenzy**). A kamikaze not killed during a battle will slay himself, believing that his time has come and that to live on would affront Simca. Even these warriors are outclassed by the Vimto monks. They do not need weapons but fight with their bare hands. They cannot wear armour or carry shields, but their agility is such that they always have a D6 save of 5 or 6 -even against high strength hits. (M+1, WS+5, BS+5, S+1, T+1, W+1, I+7, A+2, Ld+3, Int+3, Cl+3, WP+3).



Other human types known to exist are the black-skinned Southrons of the South Lands and the red-skinned natives of the New World. Both of these groups are very primitive and have little contact with any of the major races. They live in very small tribal units, often with unique languages and cultures which vary tremendously within even a small geographic area.

Alignment. Humans can be chaotic, evil, neutral, good or lawful. Most are neutral.

Base Sizes. Standard 20 x 20mm base.

Special Rules. Humans vary a great deal. The special rules that apply are discussed within each of the main racial types.

Basic Profile

Fighting Characteristics								Personal Characteristics			
M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
4	3	3	3	3	1	3	1	7	7	7	7

Basic Points Value. 5

Character Profiles. The following profiles are standard for human champions, minor heroes, major heroes and wizards. These profiles are included for your convenience - GMs are free to vary them within their own games and campaigns. The PVs of wizards does not include spells - as it is possible for a wizard to have less than his maximum spells if he wishes, and some creature types are restricted in the number of spells they can have by low Int. levels.

Fighting Characteristics								Personal Characteristics			
Champion - Points Value 7											
M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
4	4	4	4	3	1	4	1	7	7	7	7
Minor Hero - Points Value 36											
M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
4	5	5	4	4	2	5	2	8	8	8	8
Major Hero - Points Value 84											
M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
4	6	6	4	4	3	6	3	9	9	9	9
Wizard Level 1. CPs 10. PV 55											
M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
4	3	3	3	3	1	4	1	7	7	7	8
Wizard Level 2. CPs 20. PV 195											
M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
4	3	3	4	4	2	5	1	8	8	8	9
Wizard level 3. CPs 30. PV 360											
M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
4	3	3	4	4	3	6	1	9	9	9	10
Wizard Level 4. Maximum of 10 spells. CPs 40. PV 720											
M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
4	3	3	4	4	4	7	1	10	10	10	10

ORCS

Orcs are powerful warriors, far tougher than any other goblinoid race. They are repulsive monsters who love to inflict pain, cruelty and death on other living creatures. Orcs are always fighting, if they cannot find enemies to fight they will fight each other. All of Orc technology and culture is geared towards conflict. They are dangerous individual foes, but lack the organisation or motivation

to present any real long term threat to humanity. Orcs speak the common Goblin tongue, usually about four octaves lower than any Goblin.

Physique. Orcs are the largest of the goblinoid races, and can often reach almost 7'. They are powerfully built, with crooked legs and a shambling, ape-like gait. Their arms are long, so that their huge hands almost reach to the ground. An Orc's head is far from appealing; their faces are brutal with huge teeth and jaws, their small piggy eyes peer from underneath ugly, overhanging bony ridges. Skin is often greenish, or a dark olive brown and is covered in warts, scars, dirt and snot.

World Distribution. Orcs are most common in the barren Dark Lands, where goblinoids are the dominant species. They live in communities with other goblinoid types, often as leaders or chieftains. A few wandering tribes inhabit the Northern Steppes, whilst there are countless Orcish underground strongholds in the Worlds Edge Mountains and the Mountains of Mourn. Orcs are not common in the lands of Cathay or in the Southlands, where Hobgoblins are more prolific.

Alignment. Evil.

Base Size. 25 x 25mm.

Special Rules. Subject to **animosity** against other goblinoids. Orcs can act as **leaders** of other goblinoid regiments.

Basic Profile

Fighting Characteristics								Personal Characteristics			
M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
4	3	3	3	4	1	2	1	7	5	7	7

Basic Points Value. 5¼

Character Profiles. The following profiles are standard for Orc champions, minor heroes, major heroes and wizards. These profiles are included for your convenience - GMs are free to vary profiles within their own games and campaigns. The PVs of wizards does not include spells - as it is possible for a wizard to have less than his maximum spells if he wishes, and Orcs are restricted in the number of spells they can have by low Int. levels.



Fighting Characteristics								Personal Characteristics			
Champion - Points Value 7¼											
M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
4	4	4	4	4	1	3	1	7	5	7	7
Minor Hero - Points Value 38											
M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
4	5	5	4	5	2	4	2	8	6	8	8
Major Hero - Points Value 87											
M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
4	6	6	4	5	3	5	3	9	7	9	9
Wizard Level 1. CPs 10. PV 57½											
M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
4	3	3	3	4	1	3	1	7	5	7	8
Wizard Level 2. CPs 20. PV 195											
M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
4	3	3	4	5	2	4	1	8	6	8	9
Wizard Level 3. Maximum of 7 spells. CPs 30. PV 360											
M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
4	3	3	4	5	3	5	1	9	7	9	10
Wizard Level 4. Maximum of 8 spells. CPs 40. PV 765											
M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
4	3	3	4	5	4	6	1	10	8	10	10

PYGMIES

Pygmies are a race of men native to Lustria, where they live in the dense jungles along the banks of the Amoco-Cadiz river system. They are few in number, and materially primitive, having little by way of possessions other than a simple loincloth, a few stone tools and a blow-pipe and darts. It is the latter that make them dangerous to travellers. They live by hunting crocodiles, Slann and other creatures that live along the river banks. They hunt from swift dug-out canoes, using poisoned darts and stone tipped spears.

Although troublesome they can hardly be said to represent anything other than a nuisance to the human settlers of Lustria, and their number are declining due to an influx of foriegn disease and the practice of 'bounty scalping' amongst the Norse. Pygmies speak their own strange tongue, although the occasional chieftain might know enough Norse or Old Worlder to get by at a trading post.

Physique. Pygmies are short and squat, they rarely attain 5' in height. They are powerfully built and by no means puny. Skin colour is dark and copperish, whilst hair is always naturally black. All the stone age tribes of the Lustrian jungles practice body painting and ornamental mutilation such as bones through the nose, plates for the mouth or ears, filed teeth and scarred cheeks.

World Distribution. The jungles of Lustria.

Alignment. Neutral.

Base Size. 20 x 20mm.

Special Rules.

Basic Profile

Fighting Characteristics								Personal Characteristics			
M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
4	3	3	2	2	1	3	1	7	7	7	7

Basic Points 3

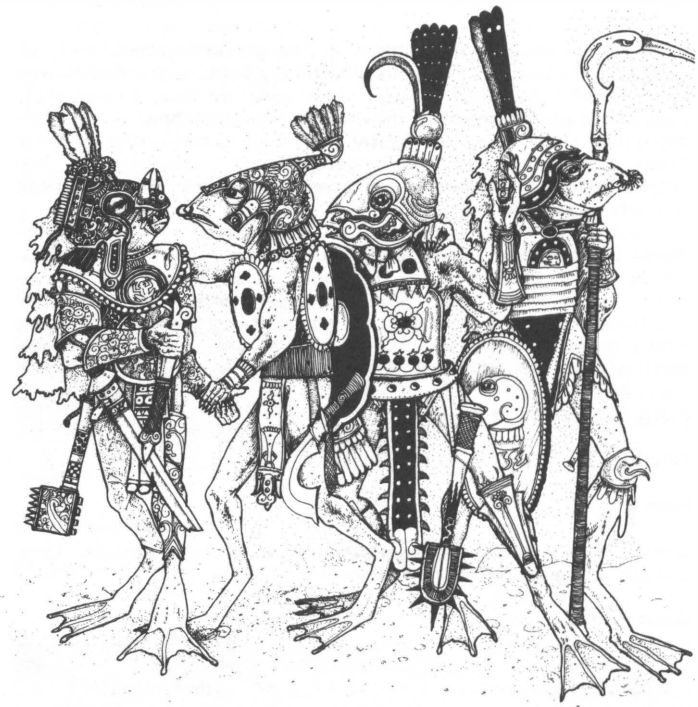
Character Profiles. The following profiles are standard for Pygmy champions, minor heroes, major heroes and wizards. These profiles are included for your convenience - GMs are free to vary profiles within their own games and campaigns. The PVs of wizards does not include spells - as it is possible for a wizard to have less than his maximum spells if he wishes, and some creature types are restricted in the number of spells they can have by low Int. levels.

Fighting Characteristics								Personal Characteristics			
Champion - Points Value 5											
M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
4	4	4	3	2	1	4	1	7	7	7	7
Minor Hero - Points Value 32											
M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
4	5	5	3	3	2	5	2	8	8	8	8
Major Hero - Points Value 78											
M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
4	6	6	3	3	3	6	3	9	9	9	9
Wizard Level 1. CPs 10. PV 35.											
M	WS	BS	S	T	W	I	A	Ld	Int	Cl	Wp
4	3	3	2	2	1	4	1	7	7	7	8
Wizard Level 2. CPs 20. PV 145											
M	WS	BS	S	T	W	I	A	Ld	Int	Cl	Wp
4	3	3	3	3	2	5	1	8	8	8	9
Wizard Level 3. CPs 30. PV 220											
M	WS	BS	S	T	W	I	A	Ld	Int	Cl	Wp
4	3	3	3	3	3	6	1	9	9	9	10
Wizard Level 4. Maximum of 10 spells. CPs 40. PV 410.											
M	WS	BS	S	T	W	I	A	Ld	Int	Cl	Wp
4	3	3	3	3	4	7	1	10	10	10	10



SLANN

The Slann are a unique race in the Known World. Their origins are uncertain, but they appear to be descended from the ancient race of Old Slann. The Old Slann possessed a civilisation far beyond anything we have even today. Science and philosophy were as one to them, they were the lords of time and space. There was nowhere they could not go and nothing they could not do, it is said that the High Age of the Slann was a golden era for all sentient creatures. It is probably that the Old Slann came from the stars, as Slann legend recalls. The Slann of today are a race fallen from power, they have turned their backs on the past and have grown to hate and fear the old technology. What brought about the decline of the Slann is not known. However, Slann legend connects the fall of the Old Slann with galactic catastrophy and the creation of the Incursions of Chaos.



Slann civilisation resembles that of the ancient Aztecs of Mexico in many respects. They are a warrior people, formerly the dominant species in all of Lustria, but now suffering decline due to contact with Old World settlers. Many Slann Braves have turned to banditry, even adopting human styles of dress and warfare. Slowly the old ways are being eroded.

Slann are a semi-aquatic amphibian species, quite at home in the water. They are adept artizans capable of constructing vast buildings of stone, despite lacking many of the tools and skills known to Old Worlders. Their native tongue is a degenerate version of the Old Slann language, although many now speak Old Worlder or Norse as well.

Physique. Slann are amphibians. Their bodies are thin with long limbs and webbed hands and feet. Their heads are large and frog-like with protruding eyes. Skin colours vary from green, blue and sometimes yellow. In some areas they are mottled or carry black or dark red 'tiger-stripes'. Slann tribesmen, especially the warriors or braves, often wear war-paint as well as ritual or tribal tatoos. Paint colours follow traditional patterns which vary from tribe to tribe. Light blues, reds and white are the most common pigments.

Base Size. Standard 20 x 20mm.

Special Rules. Slann must act as leaders of human lobotomised slave troops. These were introduced by the Slann to try to bolster up their dwindling armies. They are captured humans, lobotomised, castrated and filled with various drugs to keep them in an aggressive state of mind. Slave troops have the same profiles as humans except Int 2, and are subject to **stupidity.** Basic PV of Slaves is $3\frac{3}{4}$.

Basic Profile

Fighting Characteristics								Personal Characteristics			
M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
4	3	2	3	4	1	3	1	8	7	9	9

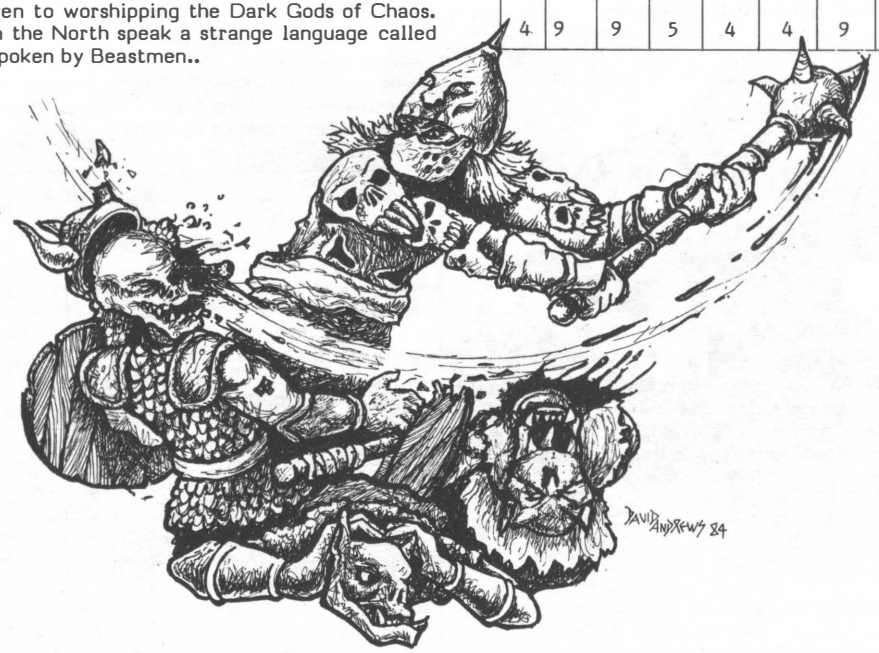
Basic Points. 7

Character Profiles. The following profiles are standard for Slann champions, minor heroes, major heroes and wizards. These profiles are included for your convenience - GMs are free to vary profiles within their own games and campaigns. The PVs of wizards does not include spells - as it is possible for a wizard to have less than his maximum spells if he wishes, and some creature types are restricted in the number of spells they can have by low Int. levels.

Fighting Characteristics								Personal Characteristics			
Champion - Points Value 9											
M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
4	4	3	4	4	1	4	1	8	7	9	9
Minor Hero - Points Value 40											
M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
4	5	4	4	5	2	5	2	9	8	10	10
Major Hero - Points Value 87											
M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
4	6	5	4	5	3	6	3	10	9	10	10
Wizard level 1. CPs 10. PV 75											
M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
4	3	2	3	4	1	4	1	8	7	9	10
Wizard Level 2. CPs 20. PV 225											
M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
4	3	2	4	5	2	4	1	9	8	10	10
Wizard Level 3. CPs 30. PV 380											
M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
4	3	2	4	5	3	5	1	10	9	10	10
Wizard Level 4. Maximum of 10 spells. CPs 40. PV 720											
4	3	2	4	5	4	5	1	10	10	10	10

WARRIORS OF CHAOS

Warrior of Chaos, like Beastmen, are the servants and worshippers of the foul Chaos Gods. They also swept inexplicably from the North during the times when the Incursions of Chaos were most active. Together with the other Chaotic creatures they came out of nowhere and broke upon the lands of Norsca and the Old World. A long and bloody war was fought between the Men and Dwarfs of those lands against the invaders, a war which ended with a weakening and retreat of the Incursion of Chaos to the Far North, where it more or less remains today. However, even now, over a hundred years later, bands of black armoured Chaos Warriors still raid the north of the Old World. Some have even established permanent camps amongst the Old World forests, and in the passes of the Worlds Edge Mountains. In Norsca and parts of the Old World some of the native population have already become tainted by Chaos, and have taken to worshipping the Dark Gods of Chaos. Warriors emerging from the North speak a strange language called the Dark Tongue, also spoken by Beastmen..



Physique. Warriors of Chaos are humans, Men who have devoted their lives to the Gods of Chaos. Any human can become a Warrior of Chaos if properly tutored and initiated, although the Warriors of Chaos who come from the North are not Men of the Known World. They have, however, been joined by new followers from amongst the Old Worlders, Norse and others who have turned to Chaos. The process of training a Chaos Warrior is not entirely natural, and endows him with great strength and unusual powers.

World Distribution. The Incursions of Chaos. Scattered, secret camps throughout the northern parts of the Old World, Norsca and the New World. Travel and fight in company with Chaos Beastmen.

Alignment. Chaotic.

Base Size. 25mm x 25mm.

Special Rules. In the same way as Beastmen, Chaos Warriors vary a great deal depending on how they have been favoured by their God. The profiles that follow represent an average Warrior. Warriors of Chaos can act as leaders of any Chaotic or Evil troops. It is common for them to lead Beastmen.

Profile.

Fighting Characteristics								Personal Characteristics			
M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
4	6	6	4	3	2	6	2	10	10	10	10

Basic Points. 40.

Character Profiles. The following profiles are standard for average Warrior champions and heroes. There are no wizards as such, although the followers of Chaos number many wizards. Warriors, however, ar devoted only to fighting. These profiles are included for your convenience - in fact Chaos Warrior characters are far more complex, and may have additional powers as will be detailed in our forthcoming **Realm of Chaos** supplement.

Fighting Characteristics								Personal Characteristics			
Champion - Points Value 66											
M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
4	7	7	5	3	2	7	2	10	10	10	10
Minor Hero - Points Value 128											
M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
4	8	8	5	4	3	8	3	10	10	10	10
Major Hero - Points Value 215											
M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
4	9	9	5	4	4	9	4	10	10	10	10

LARGE HUMANOID CREATURES

The following creatures resemble Men and other humanoid creatures, except that they are larger - over 10' tall. None of these creature types are as common as the Man sized humanoids. Many of them are dim-witted if not down-right stupid. Their societies tend to be simple, based around small families or extended family groups. They live for the most part in isolated or remote areas, such as mountains or forests.

GIANTS

Like Goblins, Giants are a diverse group of creatures. Size varies a great deal. All of the different Giants are united in belonging to the Giant Race, although they may have slightly different characteristics. For example, the Cyclops is a Giant distinguished by having only a single eye. Many of the larger Giants live solitary or isolated lives, often amongst inaccessible mountains. They are a danger to travellers and the unwary.

Physique. Giants look very much like Men, but are far larger; well over 10'. Many Giants have very thin spindly arms and legs. Most appear dim witted and foolish. This is in no way deceptive.

World Distribution. The north of Norsca is often called the Giant Lands, because it is the remaining home of these creatures. Originally, they lived all over the Old World, but were driven out by Man. Some isolated bands live amongst the Worlds Edge Mountains, even so far south as Araby. Others have made a new home in the Mountains of Mourn.

Alignment. Good, Neutral, Evil or Chaotic.

Base Size. As appropriate. Usually 45 x 45mm.

Special Rules. Giants cause **fear** in troops under 10' tall. They may throw rocks or other improvised missiles up to a distance of twice their strength in inches, with a strength equal to their own if they hit. Troops attacking a Giant, who are under 10' tall, on foot, without long weapons (such as spears or pikes) , suffer a **-1** 'to hit' modifier, because all they can do is hack at the Giant's legs. Giants with a Strength of 5 or more are subject to **stupidity.**

Giants are subject to **alcoholism.** A drunken Giant pushed back in combat will fall over on the D6 score of a 6. A falling giant will first stagger back 2" (as a normal push back) and will then topple over. Establish direction of fall using a 'clock-face' chart with 12 o'clock to his front. Use a D20 - scores of 12-20 count as 12 o'clock. A falling giant will pitch to the ground and may squash troops underneath him. He will cover an area equal to his own height and 30mm wide. Troops whose bases are wholly or partly within the area will be hit on the D6 score of a 4, 5 or 6. Roll for each model individually. Each models struck receives 1 hit equal to the Giant's strength. Models struck but not slain are assumed to have crawled out from underneath the Giant and can fight normally. The Giant may rise at the beginning of any of his turns by rolling a 6 on a D6. He may not fight whlist he is down.



Basic Profile. Giants vary a great deal and there is almost no point in laying down hard and fast profiles. The one that follows has been designed for a Giant model approximately 60mm tall.

Fighting Characteristics								Personal Characteristics			
M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
6	3	3	7	7	6	2	5	6	4	6	6

Giants of various sizes can be worked out as follows. Move = 1" for each full 10mm of model height (max. 6"). WS and BS always = 3. Strength and Toughness = 1 for each full 10mm of model height +1. Wounds = 1 for each full 10mm of model height. Initiative always = 2. Attacks = 1 for each full 10mm of model height -1. Personal characteristics remain constant.

Points Value. 215 for the profile given.

OGRES

Ogres are gross, ugly humanoids who love to fight and kill. However, they don't mind much who they kill, and will hire their services out to the highest bidder, be he Man or Goblin. They are not an overly cruel race, but they are brutal and have little respect for the weak or helpless. Their origin is uncertain, they may be humans tainted by living too close to the Incursions of Chaos for too long. Ogres were once common in Norsca and even the northern part of the Old World, but now they are a rare and diminishing race. They speak their own snorting, growling language, although many can get by in Norse.

Physique. Ogres are large creatures, well over 10' in height and almost as broad. They are stout, with gross features and limbs and a dark skin. Their hair is usually black, grey or white. Ogres wear very basic dress, usually natural furs and leather, or materials they can steal or trade from co-operative humans.

World Distribution. The Mountains of Norsca, isolated northern parts of the Worlds Edge Mountain and the north-western part of the Steppe Lands. Many have been driven into the Dark Lands and the Mountains of Mourn.

Alignment. Neutral.

Base Size. 40 x 40mm.

Special Rules. Cause **fear** in living creatures under 10' high.

Basic Profile.

Fighting Characteristics								Personal Characteristics			
M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
6	3	2	4	5	3	3	2	5	4	5	7

Basic Points. 38.

Character Profiles. The following profiles are standard for Ogre champions and heroes. These profiles are included for your convenience - GMs are free to vary profiles as much as they like in their own games and campaigns.

Fighting Characteristics								Personal Characteristics			
Champion - Points Value 63											
M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
6	4	3	5	5	3	4	2	5	4	5	7
Minor Hero - Points Value 128											
M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
6	5	4	5	6	4	5	3	6	5	6	8
Major Hero - Points Value 210											
M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
6	6	5	5	6	5	6	4	7	6	7	9





TREEMAN

Treemen are large humanoid creatures who closely resemble trees. They live almost forever, inhabiting dense forests where they cultivate and guard the trees. They are solitary, slow, naturally peaceful creatures. During the last thousand years they have almost become extinct, as forests have been cleared by other races. They speak their own language, but many also speak Elvish and a few have learned Old Worlder from the human elementalists that sometimes visit them. Otherwise they avoid contact with other races. Many Old Worlders no longer believe that they even exist.

Physique. Treemen resemble trees, with a bark-like skin and branch like arms and legs. The number of digits on hands and feet can vary, but they always have two arms and legs. They have no necks and are not very agile or athletic. All Treemen are over 10' high.

World Distribution. Originally the forests of the Old World. Now only in a few remote areas of the forests flanking the Worlds Edge Mountains.

Alignment. Good.

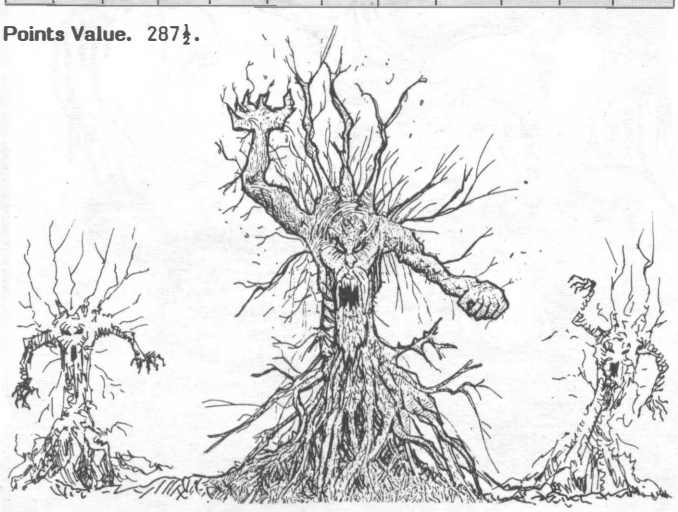
Base Sizes. 40 x 40mm.

Special Rules. Although they cannot wear armour their tough skin counts as plate armour, giving them a 5 or 6 saving throw (worked into the Basic Points). Treemen are **flammable.** They do not need to use weapons, and have **stomp** attacks. Any Treeman taking fire damage will become subject to **frenzy.** They **hate** all goblinoids because they are defilers of the forests. Treemen can throw rocks up to a distance of 12" with a strength of 6; because they are so slow and cumbersome they cannot move and throw rocks during the same turn. They cause **fear** in living creatures under 10' tall.

Basic Profile

Fighting Characteristics								Personal Characteristics			
M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
6	8	3	6	7	6	2	4	10	9	10	10

Points Value. 287½.



TROGLODYTES

Troglodytes are members of the lizard race, they are closely related to Lizardmen, who they resemble in all but size. Troglodytes live amongst other members of the lizard race, usually as warriors and guards. They speak the same tongue as the Lizardmen.

Physique. Troglodytes are over 10' tall. They are well muscled with typically reptilian scaled heads and broad tails. Scales colours vary in the same way as smaller Lizardmen, greens are the most common.

World Distribution. Wherever there are Lizardmen.

Alignment. Neutral.

Base Sizes. 40 x 40mm.

Special Rules. Troglodytes have tough skins which count as **mail armour** at no extra cost (it has been included in the basic cost). Troglodytes are subject to **stupidity.** These creatures emit a strange and unpleasant odour which is repulsive to non-reptilian creatures. Any such creatures fighting them in combat suffer a -1 'to hit' modifer. Troglodytes cause **fear** in living creatures under 10' high.

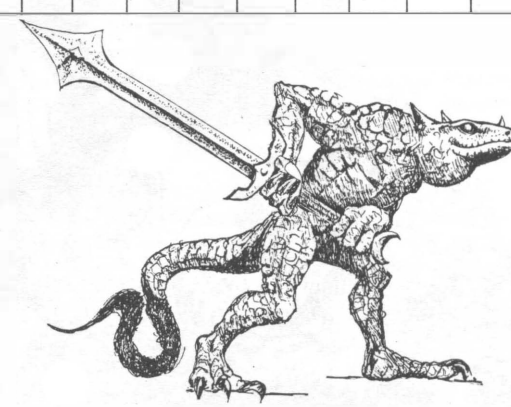
Basic Profile

Fighting Characteristics								Personal Characteristics			
M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
4	3	3	4	4	2	1	2	10	4	10	10

Basic Points . 36.

Character Profiles. The following profiles are standard for Troglodyte champions and heroes. These profiles are included for your convenience - GMs are free to very them within their own games and campaigns.

Fighting Characteristics								Personal Characteristics			
Champion - Points Value 42.											
M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
4	4	4	5	4	2	2	2	10	4	10	10
Minor Hero - Points Value 96.											
M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
4	5	5	5	5	3	3	3	10	5	10	10
Major Hero - Point Value 168.											
M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
4	6	6	5	5	4	4	4	10	6	10	10



TROLLS

Trolls are ugly and loathsome creatures of vaguely humanoid appearance. They live like wild animals in small groups, and have little command or understanding of language. They speak a debased version of Norse (very slowly).

Physique. Trolls are large monsters, well over 10' tall. Although they may look skinny or comical, their twisted bodies are very

strong. Trolls can be of almost any colour, most are brownish or greenish. They are unhygenic, dirty and disgustingly smelly. They can eat almost anything, their powerful stomachs are adapted to regurgitate material that is likely to cause them serious damage. Because of their unpredictable eating habits, Trolls are often covered in the remains of their last meal. They have the ability to **regenerate** damaged body tissues - so that even a slain Troll can sometimes come back to life.

World Distribution. A few still survive in out of the way places in the Old World and the Worlds Edge Mountains. In Norsca they are more common, whilst they are reported as on the increase in the Dark Lands.

Alignment. Evil or Chaotic.

Base Size. 40 x40 mm.

Special Rules. Subject to **stupidity.** Cause **fear** in living creatures under 10' high. Can **regenerate** damage. Models slain are not removed but are left in position and turned round, or a marker is placed against them. This indicates that the model has been slain and may not move or take part in combat, but may be able to regenerate. Roll a D6 at the beginning of that player's turn for each model regenerating.

1 or 2 The model fails to regenerate. Remove the model, it is now dead.
3 or 4 The model is still trying to regenerate. Roll again next time.
5 or 6 The model has regenerated. Restore any damage suffered. The Troll must now try to get back to its parent unit, it may fight as normal.

Basic Profile

Fighting Characteristics								Personal Characteristics			
M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
6	3	1	5	4	3	1	3	4	4	6	6

Basic Points. 66



UNDEAD CREATURES

The Known World is a magical place. Undead creatures, such as Zombies and Skeletons, whilst not commonplace, are an accepted reality. They are creatures who are brought into existence, or who maintain existence, by means of unnatural magic. Often such creatures are controlled and employed directly by necromancers - or other evil, magic-using monsters.

GHOULS

Ghouls are men who have acquired undead status whilst living by the insane practice of feeding off of corpses. They are shrieking, incoherant monsters, and are dangerous only in great numbers. They can sometimes be seen at night in grave yards or during the aftermath of a battle. They are completely unsteady in combat, and will flee gibbering and screaming fom any combat they lose.

Physique. Ghouls resemble humans, but lack all human grace in movement and appearance. Their bodies are slack and crouched, their faces distorted and leering, whilst their teeth are often pointed and over-large.

World Distribution. As humans.

Alignment. Evil.

Base Size. Standard 20 x 20mm.

Special Rules. Hits from Ghouls are **venomous.** A Ghoul unit which pushes back or routs enemy will only follow up or pursue on the D6 score of a 4, 5 or 6. Otherwise, they will feed until their next turn. Whilst feeding they will count as **confused** if attacked.

Basic Profile

Fighting Characteristics								Personal Characteristics			
M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
4	2	-	3	4	1	3	2	2	5	8	8

Basic Points. 2¾



LICHE

Liches are undead necromancers. They have become foul, twisted and tormented by years of evil toil. Mental and bodily functions are preserved by powerful magic, however the body still rots as would that of a normal corpse. A Liche is a character, with the same mastery, CPs and spell choice as a Level 4 necromancer.

Physique. A Liche's body resembles that of a Zombie or Ghoul.

Alignment. Evil.

Base Size. Standard 20 x 20mm.

Special Rules. The Liche has glowing red eyes that he can use to transfix any living creature. Before any blows are struck a Liche may try to transfix one combat opponent. Roll 2D6 - if the score is more than the victim's WP he is transfixed. Transfixed victims suffer D6 automatic wounds and may not do anything for the rest of that turn. The Liche may not attack with normal weapons or use or maintain magic whilst employing a transfix attack. This doesn't stop him acting as an Undead controller.

Liches cause **fear** and **terror** in living creatures. They are immune to psychological effects themselves. Liches can only be damaged by magical weapons or magic. Liches can act as controllers of undead units in the same way as necromancers.

Basic Profile

Fighting Characteristics								Personal Characteristics			
M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
4	4	3	4	4	4	6	4	10	10	10	10

Basic Points. 900.



MUMMY

Mummies are corpses, carefully preserved against the ravages of time by secret and magical arts. These rites were practiced in many ancient civilisations, including that of the Slann and the predecessors of the Arabians. They are relatively rare and solitary creatures.

Physique. Mummies are large, humanoid monsters swathed in bandages.

World Distribution. Tombs of Araby and Lustria.

Alignment. Neutral or Evil.

Base Size. Standard 20 x 20mm.

Special Rules. Flammable. Subject to **stupidity** unless controlled by a necromancer. They do not otherwise need to be controlled, and can act as undead champions, controlling other undead units. Mummies cause **fear** in creatures under 10' tall.

Basic Profile

Fighting Characteristics								Personal Characteristics			
M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
3	3	0	4	5	4	3	2	10	8	8	10

Basic Points 78



SKELETONS

Skeletons are magical creatures formed from the remains of a long dead human. They lack strong wills of their own, and rely on magic to keep them whole and coherant.

Physique. Skeletoid - usually with tattered rags and broken equipment.

Alignment. Not aligned as such - but can be regarded as evil.

Base Size. Standard 20mm x 20mm.

Special Rules. Skeletons are **immune** to all psychology tests. They cannot be **routed** and do not need to make **rout tests.** Skeletons cause **fear** in living creatures. Skeletons are subject to **instability.**

Skeletons need to be **controlled** if they are to fight effectively. A necromancer may act as a controller over all and any Undead units within his control range -normally 12". An undead champion or hero can act as a controller, he does not need to be controlled himself. A Skeleton unit which has no controller becomes subject to **stupidity** and will always disappear never to be seen again if it becomes unstable.

Skeleton characters can act as the leader of any evil unit.

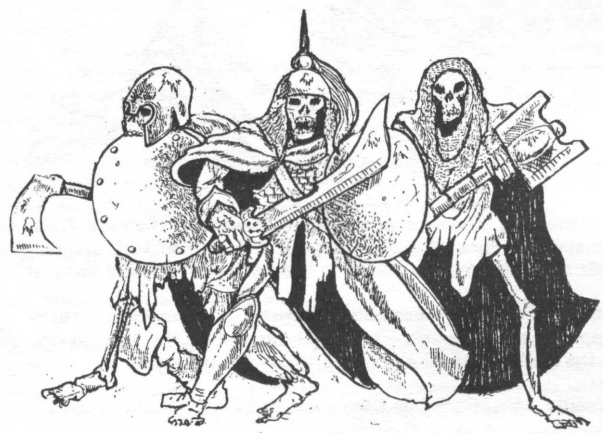
Basic Profile

Fighting Characteristics								Personal Characteristics			
M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
4	2	2	3	3	1	2	1	5	5	5	5

Basic Points. 2½

Character Profiles. The following profiles are standard for Skeleton champions and heroes. There are no Skeleton wizards.

Fighting Characteristics								Personal Characteristics			
Champions - Points Value 4½											
M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
4	3	3	4	3	1	3	1	5	5	5	5
Minor Hero - Points Value 32											
M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
4	4	4	4	4	2	4	2	6	6	6	6
Major Hero - Points Value 78											
M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
4	5	5	4	4	3	5	3	7	7	7	7



VAMPIRES

Vampires are magical creatures with the same mastery, constitution, spell casting abilities and choice of specialities as level 4 wizards. They can use constitution points to transmogrify into a number of forms, including human, wolf and bat. They can also assume an ethereal state. Vampires utilise the life-force of other creatures to augment their magical powers.

Physique. Vampires resemble whichever form they currently assume. In all forms they have prominent canine teeth.

World Distribution. The eastern part of the Old World. Now very rare and extremely secretive. Often they hide amongst human society and keep their true identities concealed.

Alignment. Evil.

Base Size. Standard for physical type. 20 x 20mm as human.

Special Rules. At the beginning of every day the Vampire must expend 10 CPs in order to survive. Failure to do so will place him in a cataleptic state, unable to use any of his powers. If discovered thus by humans he may be taken for dead, and subsequently buried (cremated if unlucky!). Apart from casting spells, the Vampire may use constitution points (CPs) to change from one state to another during the Magic part of his turn. Each change costs 2 CPs - the Vampire may have to roll for transmogrification success if his CPs drop to a low enough level (as for normal spell casting). Vampires may not recover CPs by resting. They can only recover CPs by draining the life-force from living humanoid creatures. Each wound or strength damage point caused on a humanoid creature replenishes 1 CP. The total may not be increased past the Vampire's maximum CP level (40 points or 6D6).

A Vampire can be affected by normal weapons whilst in a material state, but only by magical weapons whilst in an ethereal state. When ethereal he cannot use magic except to assume a solid form. A Vampire slain by normal weapons is instantly turned into an ethereal state and loses all of his remaining CPs. Whilst ethereal

he causes strength damage like a Wraith. A Vampire dealt a killing blow by a magical weapon is slain.

A Vampire may control units of undead like a necromancer, even if he has no necromantic spells.

Basic Profile

As for the basic type (Human, Wolf, Bat or Wraith) - except

Fighting Characteristics								Personal Characteristics			
M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
-	+3	+3	+3	+3	+3	+3	+3	+3	+3	+3	+3

Basic Points. 1320 plus spells at 10 points a spell.



ZOMBIES

Like Skeletons, Zombies are magical creatures formed from the reanimated remains of a dead human. They also lack strong wills of their own, and rely on magic to keep them whole and coherant.

Physique. Zombies resemble corpses in various states of decomposition, they are dirty and disgusting to look upon, and carry the foul stench of the grave wherever they go.

Alignment. Not aligned as such - but can be regarded as evil.

Base Size. Standard 20mm x 20mm.

Special Rules. Zombies are **immune** to all psychology tests. Unlike Skeletons they can be **routed** and do need to make **rout tests.** Zombies cause **fear** in living creatures they attack. They are subject to **instability.**

Zombies need to be **controlled** if they are to fight effectively. A necromancer may act as a controller over all and any undead units within his control range - normally 12". An undead champion or hero leading a unit can act as its controller, he does not need to be controlled himself. A Zombie unit which has no controller becomes subject to **stupidity** and will always disappear never to be seen again if it becomes unstable.

There are no character Zombies, and Zombie units are usually led by undead characters, such as Skeleton champions or heroes.

Basic Profile

Fighting Characteristics								Personal Characteristics			
M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
4	2	0	3	3	1	1	1	8	4	4	4

Basic Points. 1¼



ETHEREAL CREATURE

Ethereal creatures are incorporeal spirits; insubstantial creatures who have no solid, material existence. They are the spirits of the dead, and of those that refuse to die. They are independent creatures, more likely to be found singly than in large groups.

Ethereal creatures are found all over the Known World, whilst they often have no specific alignment or even physique. Many of them have special powers, and an appropriate modifier has been applied to the PVs to compensate for this.

GHOST

Ghosts have become trapped in the material world because they have not been properly laid to rest. They are often the victims of murder, and may wish to draw attention to their death or see themselves avenged. Ghosts are not necessarily evil. They are normally bound to the area where they died, such as a house, but sometimes an area of land, such as a moor or bog.

Physique. Ghosts are ethereal creatures with no substance, but can appear in a variety of ways. They are usually humanoid figures; and sometimes cannot be told apart from a living human, and may talk, pass on information or issue warnings.

Special Rules. Ghosts cannot be damaged except by magical weapons. Ghosts cannot cause damage themselves. In combat a unit/individual successfully hit by a Ghost must take a rout test at -1 Ld. level for each hit taken. Ghosts are subject to **instability** outside of their bounded area. They are immune to all other psychological tests and rout tests. Ghosts cause **fear** in living creatures. Ghosts are ethereal and may pass through solid objects, walls etc, without penalty. They may become visible or invisible at will.

Basic Profile.

Fighting Characteristics								Personal Characteristics			
M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
4	2	0	0	3	3	3	1	5	5	5	5

Basic Points. Ghosts work out at 6¼. However this value does not reflect any of these creature's special abilities and so a modified value of x10, or 62½ points is used instead.



SPECTRES

Spectres have become trapped in the material world as a result of a broken vow or a curse placed upon them whilst alive. The Spectre is doomed to wander the living world until it can fulfill its broken vow, or until the curse is lifted. Spectres are not necessarily evil, and they may encourage or oblige living creatures to help them if possible. They are normally bound to the area where they died in the same way as are Ghosts.

Physique. Spectres are ethereal creatures with no substance, but can appear in a variety of ways. They are usually humanoid, and either glowing, luminous or semi-transparent. Spectres can always be told apart from living creatures.

Special Rules. Spectres cannot be damaged except by magical

weapons. In combat, an individual hit by a Spectre will be paralysed unless he can make a saving throw. (2D6 - must score equal to or less than **personal** WP). Paralysed individuals are not dead, but cannot do anything for the rest of the battle. A unit suffering casualties to paralysis must take a rout test. Paralysis attacks are not normal attacks: they effect creatures not normally effected by non-magical weapons. Spectres are subject to **instability** outside of their bounded area. They are immune to all other psychological tests and rout tests. Spectres cause **fear** in living creatures and can choose to cause **terror** in living creatures if they so wish. Spectres are ethereal and may pass through solid objects, walls etc, without penalty.

Basic Profile.

Fighting Characteristics								Personal Characteristics			
M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
4	4	0	0	4	4	4	4	5	5	5	5

Basic Points. PV works out as 75. However, this value does not reflect any of these creature's special abilities and a modified value of x 5 or 375 points is used instead.



WIGHT

A Wight is an ethereal creature formed from the spirit of a long dead character. Wights crave life and wealth, and are unable to leave the precincts of their tomb. These spirits will defend their tombs or burial goods against robbers and defilers. As they slay living creatures they gain the power that enables them to remain in the living world.

Physique. No material form, appears as a dark, gaseous shape or vague humanoid form.

Alignment. Evil.

Base Size. Standard 20 x 20mm.

Special Rules. Wights cannot be damaged other than by magical weapons. In combat, wounds caused by Wights do not cause wound damage but deduct 1 from the victim's strength and add 1 to the Wight's strength for his next attack. Models with zero strength are considered as slain (in campaigns, strength loss may be regained in the same way as wounds). Attacks are not normal attacks - they are magical attacks in the same way as with magical weapons: they are effective against creatures not effected by normal weapons. Wights are subject to **instability** outside of their own tomb. They are immune from all other psychological tests and rout tests. Wights can move through solid objects, walls etc without penalty. They cause **fear** in living creatures.

Basic Profile.

Fighting Characteristics								Personal Characteristics			
M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
4	3	0	3	4	3	3	1	5	5	5	5

Basic Points. PV works out as 18. However, this value does not reflect any of these creature's special abilities and a modified value of x10, or 180 points is used instead.



WRAITH

The Wraith finds itself trapped between worlds; compelled to remain in the world of the living, bound by some long forgotten task, duty or obsession. As spirits, they are confused and lacking in proper mental faculties. Deprived of rest they have become warped and vengeful, so that they have come to haunt tombs or ruins. They will slay living creatures that disturb them.

Physique. No material form, appears as a dark, gaseous humanoid shape with burning red eyes. They are bound within hooded grave robes, and may appear to be normal men from a distance.

Alignment. Evil.

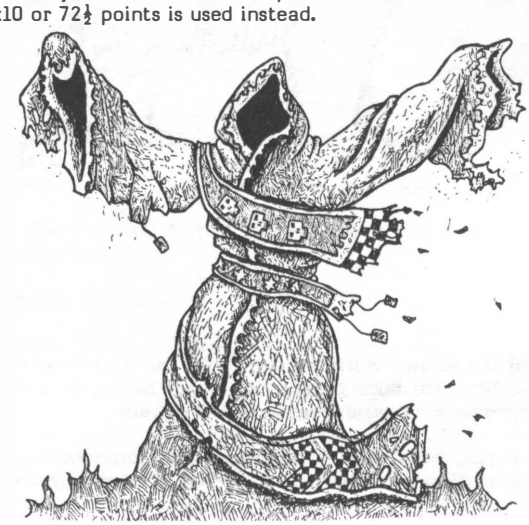
Base Size. Standard 20 x 20mm.

Special Rules. Wraiths cannot be damaged other than by magical weapons. In combat, wounds caused by Wraiths do not cause wound damage but deduct 1 from the victim's Strength. Models with zero strength are considered as slain (in campaigns strength loss may be regained in the same way as wounds). This is not a normal attack - and can be considered as a magical attack in the same way as a magical weapon: it will have full effect on creatures not effected by normal weapons. Wraiths are subject to **instability** outside of their normal enviroment (graveyard, ruins, tomb etc). Wraiths are immune from all other psychological tests and rout tests. Wraiths can move through solid objects, walls etc without penalty. They cause **fear** in all living creatures.

Basic Profile.

Fighting Characteristics								Personal Characteristics			
M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
4	1	0	3	4	2	3	2	5	5	5	5

Basic Points. PV works out as 7½. However, this value does not reflect any of these creatures special abilities and a modified value of x10 or 72½ points is used instead.



ANIMALS AND MONSTERS

This category covers a whole range of very different creatures, from fierce monsters like Dragons to small insects. Of course, there are far too many creatures in the Known World to include them all, but we have tried for a representitive selection. Some of these creatures are intelligent, and can be wizards, champions or heroes; but lack of space prevents us from supplying full profiles. These can be worked out quite easily from the main body of the rules.

Base sizes given are appropriate for the models from our own collections, but we accept that new models will appear in the future that simply will not fit onto the base sizes given. Some models already available do not. In such as case simple adjust the sizes as appropriate.

Many of the creatures described are unlikely to find their way onto a battlefield, and once there would be unlikely to obey orders. Some are far to lacking in intelligence! These creatures have been included mostly for the GMs benefit, allowing him to introduce animal or monster encounters into battles or campaigns.

BEAR

The Mountain Bear of the Old World, and the Bears of Cathay and the New World are large, powerful beasts whose skins are prized by all races.

Physique. Bear - over 10' and a large creature.

World Distribution. Northern parts of the Worlds Edge Mountains, highland areas of Cathay (including Giant Panda), and the Mountains of the New World (Grizzly Bear).

Alignment. Neutral.

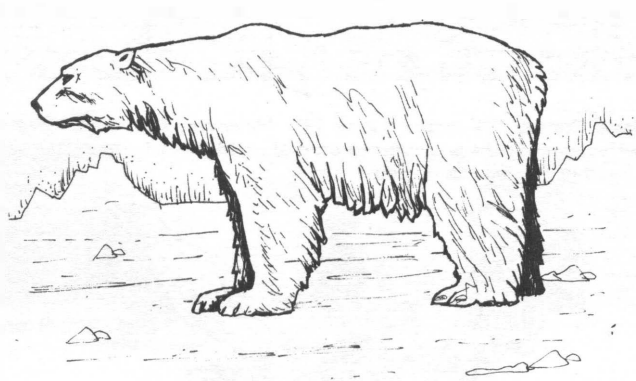
Base Size. 40mm x 40mm or as appropriate.

Special Rules. Claw Attacks. Causes **fear** in living creatures under 10'.

Basic Profile.

Fighting Characteristics								Personal Characteristics			
M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
4	3	0	4	4	2	3	2	6	3	6	6

Basic Points. 19½.



BOARS

The Boars of the Known World are larger by far than those of our own world. They are huge creatures, almost as big as a horse. They can be ridden by other creatures under 10' tall.

Physique. Large, hairy pig-like creatures with prominant snouts and sharp tusks. They are usually grey. Under 10' - usually about 6' long.

World Distribution. Boars are forest animals, and now live deep within the forests of the Old World and Cathay. They have been domesticated by some Goblins, who ride them into battle like horses.

Alignment. Neutral.

Base Size. 25 x 50mm.

Special Rules. Gore. attack. Boars whose riders are slain are removed from play in the same way as horses.

Basic Profile

Fighting Characteristics								Personal Characteristics			
M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
7	3	0	3	3	1	3	1	3	4	4	4

Basic Points. 1¾. Remember to add the +5 modifier if the Boar is to be used as a mount.



CENTAURS

Centaurs are enigmatic creatures, the wild horsemen of the Steppe Lands. They are a free and uninhibited race, intelligent and reasonable, but not very interested in sedentary life. They live by herding and hunting. They are talented orators and have a great love of language and music, their own tongue is melodic and complex.

Physique. Centaurs have the bodies of large horses, with the upper torso of a human. They are large monsters and count as over 10' tall. Because of their shape they are not actually that far off the ground.

World Distribution. The eastern part of the **Steppe Lands** and the **New World.** They travel between the two hunting migratory herds of bison and deer.

Alignment. Neutral.

Base Size. 25mm x 40mm.

Special Rules. Centaurs do not count as mounted archers, they are animals in their own right. Accordingly they do not suffer the restriction of only being permitted to fire missiles at short range, or any disadvantageous modifiers. Centaurs cause **fear** in living creatures under 10'. They have a normal attack from the human element, and a **stomp** attack from the horse: total 2 attacks.

Basic Profile.

Fighting Characteristics								Personal Characteristics			
M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
8	3	4	4	3	2	3	2	7	7	7	7

Basic Points Value. 32



CHIMERA

The Chimera is a **Creature of Chaos:** an animal that combines various natural creatures in its make-up, together with occasional additonal powers or attributes. Chaos animals can vary a great deal, they may have multiple limbs, heads or even bodies. Sometimes a Creature of Chaos will have unexpected magical powers, intelligence or physical abilities. This is all in the lap of the Gods of Chaos, the beings who created the various Creatures of Chaos and who sent them out into the world via the Incursions of Chaos. Chimera usually have three heads and can fly. They can also have various tail spikes or mace tails. They appear as part of the Incursions of Chaos, but have settled down, along with many other bizarre monsters, in the northern part of the Worlds Edge Mountains.

Physique. The body of the Chimera resembles that of a large feline with the hind parts of a goat. The tail is usually long, and often has spikes, or a club end. The creatures wings are bird-like. It has three heads, although mutants may sport more or less. These may take the form of either serpent, great cat and goat or any combination of all three. The creature is about 15' long and is treated as a **large** target for missile fire.

World Distribution. Known in all of the North, including the New World, Norsca, Steppelands and northern Old World.

Alignment. Chaos.

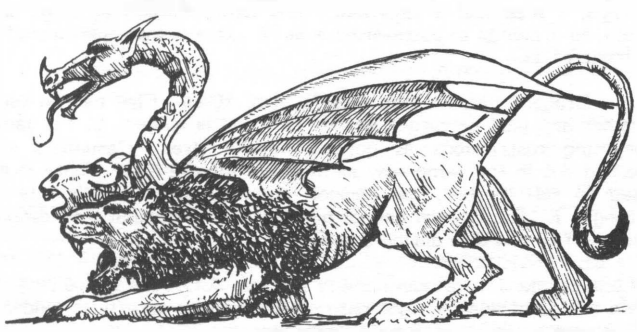
Base Size. As appropriate.

Special Rules. 1 **bite** attack with each head. Serpent head is **venomous.** Plus 2 **stomps** with claws etc, and 1 **tail lash.** Creatures with stings in their tails (10% of creatures) have a **venomous tail lash.** Total of 6 Attacks including rear-only tail lash. Chimera cause **fear** in living creatures under 10'. Fly as **landers.** Movement given is for ground movement.

Basic Profile.

Fighting Characteristics								Personal Characteristics			
M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
5	4	0	6	6	7	3	6	9	4	9	9

Basic Points. 462



COATL

The Coatl, or Flying Serpent, is a strange, Lustrian creature that figures in the legends of the Slann. The Slann associate the creature with the God Quetzalcoatl, and treat it as a sacred animal. Coatl are intelligent creatures, and may be magical. They speak their own sibilant language.

Physique. Adults can reach 20' in length. They resemble large snakes, with the head of a dragon and feathered wings. Sometimes their whole body can be covered in feathers. The Coatl can shed and regrow plumage in any colour it chooses.

World Distribution. Coatl live in the tropical rain forests of Lustria. They avoid contact with other races.

Alignment. Good.

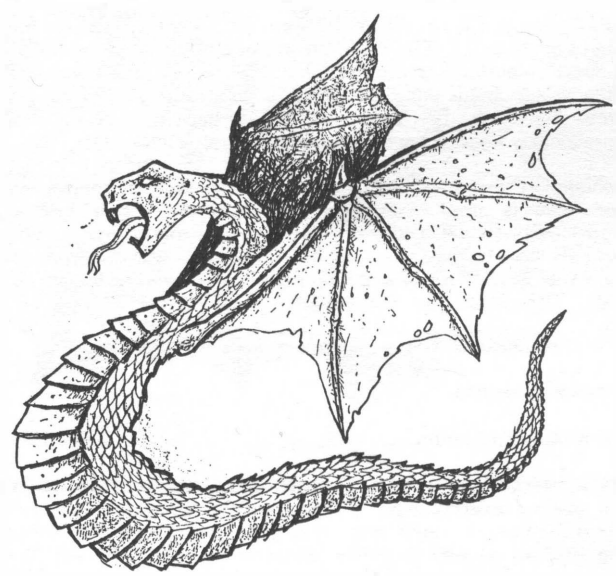
Base Sizes. Mount on flying bases. In combat they count as having 40mm x 40mm base.

Special Rules. Bite Attacks. Coatl are **venomous.** Fly as **swoopers,** the movement allowance given is for ground movement only. Coatl can be wizards - work out the profiles and points as normal. Cause **fear** in living creatures under 10'.

Basic Profile

Fighting Characteristics								Personal Characteristics			
M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
2	6	0	4	5	3	6	3	8	8	8	8

Basic Points. 78.



COLD ONES

Cold Ones are the largest members of the lizard race. They are related to Lizardmen and Troglodytes, but are far more brutal and stupid than even the most stupid Troglodyte. Cold Ones can be ridden, and are used by Dark Elves, Amazons, Lizardmen and Slann as riding beasts.

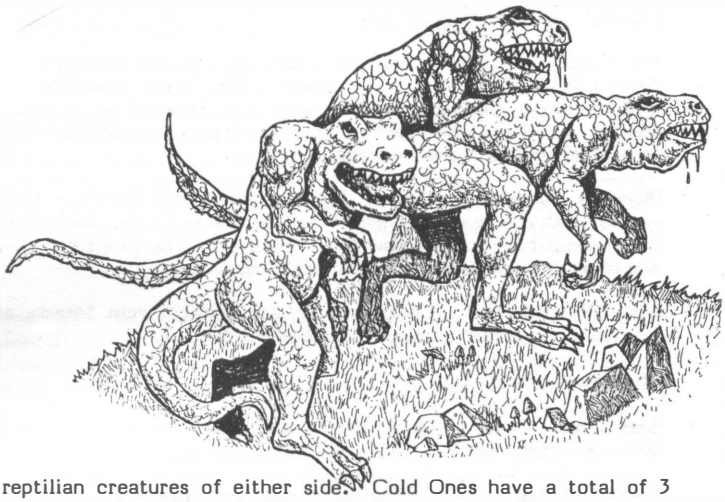
Physique. Cold Ones are large monsters, well over 10'. They knuckle walk using their tails for balance at speed. The head is large and neckless, with a gaping mouth studded with sharp teeth.

World Distribution. Native to the underground caverns of the New World and Lustria.

Alignment. Neutral.

Base Size. 25mm x 50mm.

Special Rules. Subject to **stupidity** (if ridden remember to make any test on the rider's characteristics). Cause **fear** in living creatures under 10' tall. Cold Ones will never attack other creatures of the lizard race. They can be forced into combat against them but will then strike no blows. Cold Ones whose riders are killed will continue to charge and attack the nearest non



reptilian creatures of either side. Cold Ones have a total of 3 attacks - 2 normal attacks and 1 stomp.

Basic Profile

Fighting Characteristics								Personal Characteristics			
M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
8	3	0	5	6	5	1	3	2	4	9	9

Basic Points. 127. +5 points is used as a riding beast.

CULCHAN

The Culchan is a huge, flightless, carniverous bird that lives on the pampas grasslands of Lustria. It is prized by Pygmies and Slann for its multi-coloured plumes and for its flesh, which is considered a delicacy by humans and Slann alike. The creatures are extremely fierce, but can be used as riding beasts if hand-reared. Consequently eggs or hatchlings are very valuable.

Physique. These unusual birds have strong legs and necks, whilst their head is similar to than of a parrot. Their beaks are exceptionally strong, and can easily crack a man's skull. Plumage is usually brown, but males in good condition grow a completely new set of colourful red and blue plumage, as well as long tails and crests. They reach 8 or 9' in height.

World Distribution. The grasslands of southern Lustria.

Alignment. Neutral.

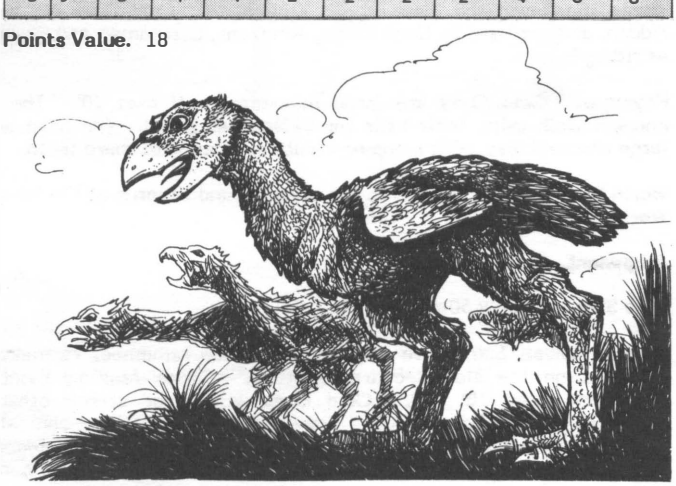
Base Size. 25 x 25mm.

Special Rules. 1 **bite** from the beak and 1 **stomp** attack from the legs. Subject to **stupidity.**

Basic Profile.

Fighting Characteristics								Personal Characteristics			
M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
6	3	0	4	4	2	2	2	2	4	6	6

Points Value. 18



DRAGONS

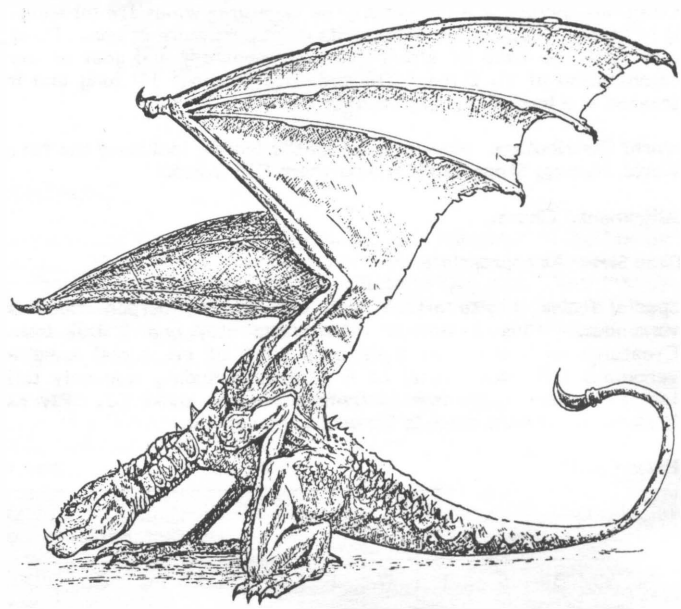
Before the Elves came to the Old World, at the time when the Dwarfs built their splendid cities within the heart of the Worlds Edge Mountains, the Dragons were masters of forests and mountain tops. There were very few Men at all in those days, and all of the Old World was one huge, wild forest from the Worlds Edge Mountains to the sea. The Dwarfs knew of the Dragons and treated them with respect. Many Dragons were wise and Good, whilst in those days at least, few were Evil or hostile. But, with the changes brought upon the world by the increase in humanity, and by the encroachments of the Incursions of Chaos, the Dragons began to decline in numbers and vitality. Today they are a legend in the Old World. What few Dragons exist live in almost perpetual slumber within deep caverns amongst their ancestral nesting site, the Worlds Edge Mountains and Mountains of Mourn. They are old and tired, few hatchlings have appeared within the last thousand years, and the Dragons that remain may well feel that their time has passed. Some have grown greedy or malicious, and jealously sit atop piles of treasure amassed centuries ago and long forgotten in the outside world.

Physique. Dragons are huge and powerful reptiles. They are winged quadrupeds, but, other than that, they tend to vary in almost all aspects of appearance.

World Distribution. Dragons probably exist now only in handfuls scattered throughout the world. The Worlds Edge Mountains and Mountains of Mourn must house some, but who knows how many. Passing untold centuries asleep, the remnants of the dragon race are hard to find and impossible to count accurately. The Old World is full of stories about Dragons sleeping beneath the ground, in old burial mounds or amongst old ruins. Probably there are several dozen scattered throughout the Old World, and as many again in Araby and western Cathay.

Alignment. Law, Good, Neutral, Fvil or Chaos. Most Dragons of old were Good, although surviving ones are more likely to be Neutral.

Base Size. As appropriate for size of model.



Special Rules. Dragons cause **fear** in living creatures of any height, and **terror** in living creatures under 6' tall. The profile given below reflects the characteristics of a typical Dragon with a model length of about 15cm (30-36'). The Dragon has 6 Attacks, 4 **stomps**, 1 **bite** and 1 **tail-lash.** The Dragon's skin in tough and scaly, so it counts as plate-armour at no extra points cost (included in basic cost).

Some Dragons can breathe fire (approx 50%). Fire can be used against any unit or target within 12", and is subject to the same targeting restrictions as normal missile fire. Casualties are worked out in the same way as multiple missile hits. There is no need to roll 'to hit', the Dragon causes 2D6 automatic hits at strength 7. The Dragon cannot breathe fire in combat, and cannot breathe fire and bite during the same turn.

Of old, Dragons were occasionally ridden. A Dragon whose rider is slain will continue to fight normally. Dragons can fly as **landers.** Movement given is for ground movement.

Basic Profile

Fighting Characteristics								Personal Characteristics			
M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
6	6	0	7	7	10	3	6	10	7	10	10

Dragon profiles can vary a great deal depending on the size and bulk of the creature. This profile represents the most common of the Dragons of old. Larger animals would tend to have high Toughness, Strength and Wounds, but lower Personal Characteristics.

Basic Points. 682.

EAGLES

The old race of Eagles that live in the Known World are unlike those of our own. They are far more intelligent, much larger and far more dangerous. They keep pretty much to themselves, and exist in rapidly diminishing numbers.

Physique. The largest of birds of prey with a wing span of over 20'. A good sized specimen measures over 10' from beak to tail. They have brown plumage with white wing tips and tail bars.

World Distribution. The highest peaks of the Worlds Edge Mountains.

Alignment. Lawful or Good.

Base Sizes. Usually mounting on 'flying bases' but can be considered as 40mm x 40mm for combat purposes.

Special Rules. Fly as **swoopers,** the move rate given if for ground movement. Cause **fear** in living creatures under 10' - they are over 10' themselves. Claw attack in combat.

Basic Profile

Fighting Characteristics								Personal Characteristics			
M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
2	7	0	5	4	3	5	2	8	7	8	8

Points Value. 78.



GIANT BAT

The Old World Vampire has the ability to transmogrify into the form of a Giant Bat, a creature which lives in the forests of the Eastern Old World. These animals are not only very large, but also fierce preditors. They are scavengers, feeding off the carcases of larger creatures. Dispite this, they are quite capable of attacking and killing an animal the size of a man.

Physique. Giant Bat, with a body measuring almost 4' from nose to tail. The heads resembles that of a dog, whilst the skin and fur are jet black.

World Distribution. The forests of the Eastern Old World.

Alignment. Neutral.

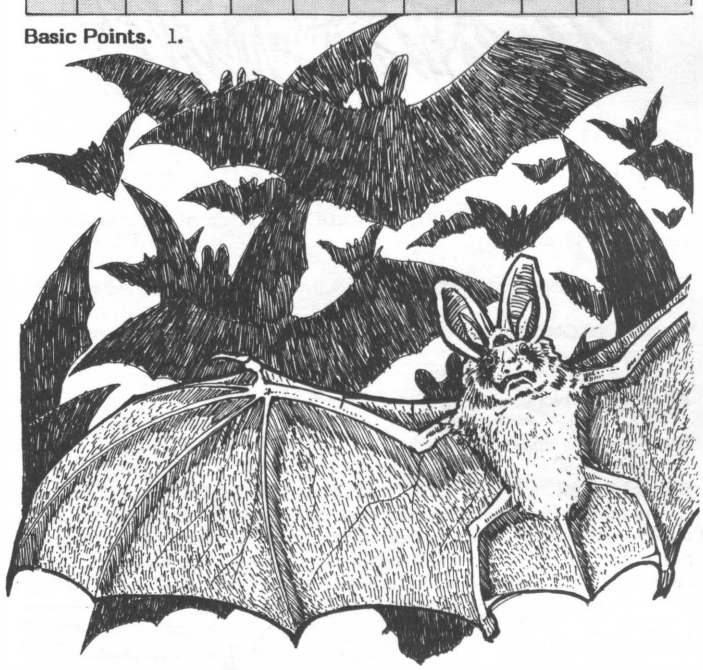
Base Size. Usually mounted on a flying base. In combat they are assumed to have a 25mm x 25mm base.

Special Rules. Fly as **hoverers.** Movement given is for ground movement. Their mobility gives them a **stomp** attack.

Basic Profile.

Fighting Characteristics								Personal Characteristics			
M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
1	3	0	2	2	1	3	1	4	4	6	6

Basic Points. 1.



GIANT FROG

The Giant Carniverous Frog is another Lustrian monster. It lives in the Amoco-Cadiz river system where it preys on all forms of life. They are solitary hunters, and very territorial. Pygmies are very fond of the flesh of this creature, which is said to be like fried chicken.

Physique. The Giant Frog looks like an ordinary frog, except that it can grow up to 5' long. They have long, razor sharp teeth (also prized by the Pygmies). Giant Frogs are usually green with yellow and black eyes.

World Distribution. Amoco-Cadiz river system - Lustria.

Alignment. Neutral.

Base Size. 25mm x 25mm.

Special Rules. Giant Frogs can use their long sticky tongues to deliver a combat attack at up to 4" distance. They cannot use their tongues and bite during the same turn. Otherwise, **bite** Attacks.

Basic Profile

Fighting Characteristics								Personal Characteristics			
M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
3	2	0	3	3	2	2	1	8	3	10	7

Basic Points. 7¼



GIANT LEECH

This is a truely disgusting parasite and a constant menace to tropical adventurers.

Physique. Large (over 10'), tubular with a circular, toothed mouth.

World Distribution. Jungles of Lustria, the South Lands and Cathay.

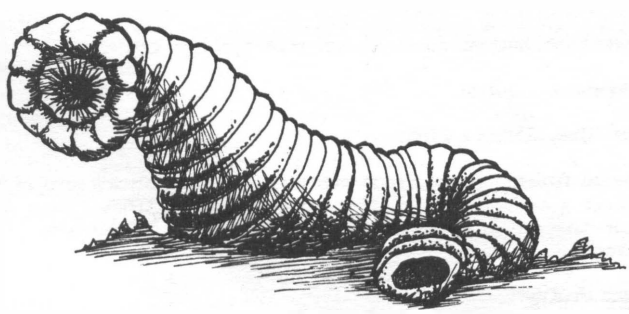
Alignment. None.

Base Size. As appropriate.

Special Rules. Leech tend to drop onto their victims out of trees - giving them a plus 5 Initiative bonus during their first attack. **Bite** attack, **venomous.** Leech fear **fire** but are otherwise immune to psychological effects. They move only slowly, but swim at triple rate (6"). They cause **fear** in living creatures under 10'.

Fighting Characteristics								Personal Characteristics			
M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
2	2	0	3	4	2	1	1	10	1	7	1

Basic Points. 6



GIANT RAT

The Known World has its fair share of normal sized vermin, including rats. The Giant Rat is a creature far larger than any of these. They seem to originate from the Incursions of Chaos, but are now widespread. As they prefer dark, underground places they are more of a problem to Goblins and Dwarfs then they are to Men.

Physique. Giant Rats grown up to 6' in length plus tail. They do not count as 10' long, no matter how long the tail. Otherwise, they resemble ordinary rats, and are usually brown or black.

World Distribution. The underground areas of the mountains of Norsca, the Worlds Edge Mountains, Mountains of Mourn and Dark lands. In the New World they inhabit the subterranean passages of every mountain range.

Alignment. Evil.

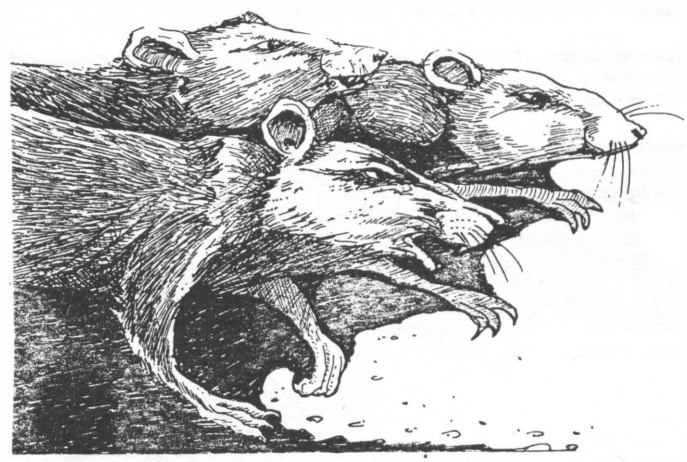
Base Size. 25mm x 50mm.

Special Rules. Bite Attack. Giant Rats are **venomous.**

Basic Profile

Fighting Characteristics								Personal Characteristics			
M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
6	2	0	3	3	1	3	1	4	4	5	5

Basic Points. 1¾.



GIANT SNAIL

The Giant Snail is a peaceful vegetarian with little in the way of intelligence. They will not usually attack except in self defence.

Physique. Snail - a very large snail (over 10').

World Distribution. Jungles of Lustria and the South Land. Sub-genus lives in the forests of the Old World and hibernates through winter.

Alignment. None discernable!

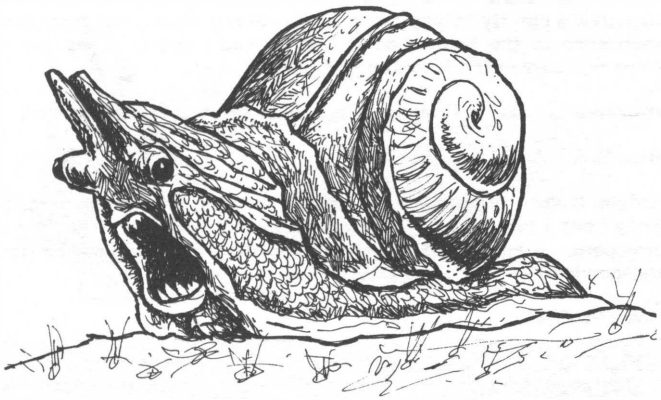
Base Size. 40mm x 40mm or as appropriate.

Special Rules. If engaged in combat will defend itself by squirting corrosive slime. Any model taking wounds will be out of action for D6 turns if not killed outright. Shell counts as plate armour plus shield (4,5,6 save) to sides and rear only (points included in cost). Snails are immune to all psychology, and cause **fear** in living creatures under 10'.

Basic Profile

Fighting Characteristics								Personal Characteristics			
M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
2	2	0	3	4	2	1	1	10	1	10	1

Basic Points. 7¼.



GIANT SPIDER

The Giant Spider is not a common creature, it is, however, particularly loathsome. They have a rudimentary intelligence and can communicate with each other.

Physique. Huge (over 10'), black, hairy. Quite honestly it makes my skin crawl even thinking about it.

World Distribution. The forests of the Old World (now rare), the forests of the New World, South Lands, Cathay and Lustria, and the deeper, warmer places in most mountain ranges.

Alignment. Neutral or Evil.

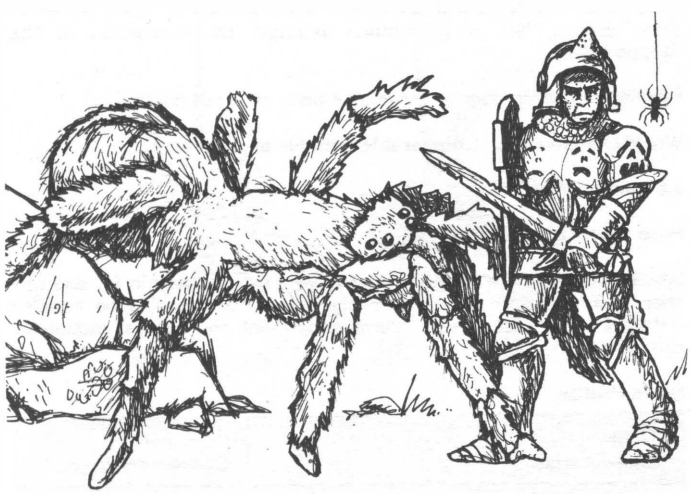
Base Size. 45mm x 45mm or as appropriate.

Special Rules. Bite attacks. **Venomous.** Tough exoskeleton counts as plate armour giving a 5,6 saving throw (cost included in basic). Fear **fire** but otherwise immune to all psychology rules. Cause **fear** in living creatures under 10' and **terror** in namby-pamby arachnophobes (any Elvish individual or unit on the D6 dice roll of a 6).

Basic Profile.

Fighting Characteristics								Personal Characteristics			
M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
5	3	0	5	4	4	1	2	8	1	6	2

Basic 43.



GIANT TICK

The Giant Tick is a tropical parasite.

Physique. Large (but under 10'), blob shaped, bloated, white.

World Distribution. Jungles of Lustria, Southlands and Cathay.

Alignment. None.

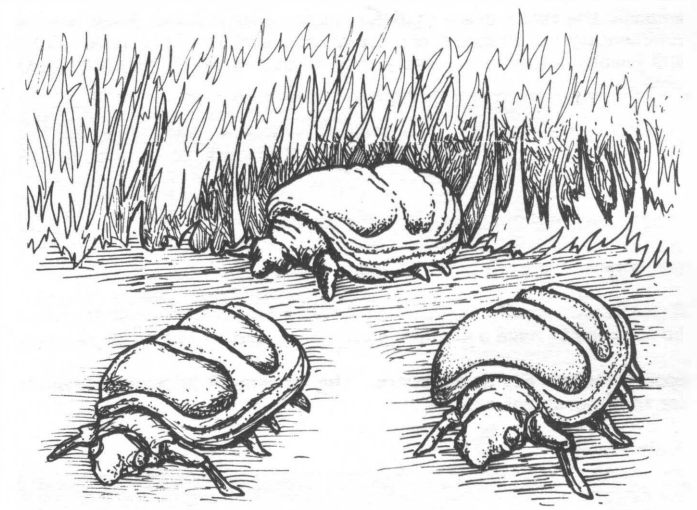
Base Size. 25mm x 25mm or as appropriate.

Special Rules. Bite attack. Wounding hits do not cause Wound damage, but reduce the victim's Strength in the same way. Normal armour saves apply. Characters in campaigns may recover strength damage in the same way as they would wound damage. **Fear** fire, but otherwise immune to psychology.

Basic Profile

Fighting Characteristics								Personal Characteristics			
M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
2	2	0	3	3	1	3	1	6	1	6	1

Basic Points. 1



GRIFFON

The Griffon is a Creature of Chaos, a powerful winged hunter. Many of these creatures still wander from the North and South polar regions, often accompanied by bands of Warriors of Chaos or Beastmen. Others have made permanent homes in the Known World, where they have established colonies, and live to all intents as native animals.

Physique. The Griffon has a front half like a huge bird of prey, complete with wings and fierce, rending talons. It is a quadruped, the remainder of its body resembling that of a large preditory cat, such as a lion. They are large animals, well over 10' long.

World Distribution. Incursions of Chaos. Individuals can fly to anywhere in the Known World, and they have been seen even in the South Lands, Cathay and Lustria. They live in some numbers in the Mountains of Mourn.

Alignment. Chaotic.

Base Size. As appropriate.

Special Rules. Griffon cause **fear** in living creatures under 10'. They have 1 **bite** attack, 2 **claw** attacks and 1 **stomp.** Griffons fly as **swoopers.**

Basic Profile.

Fighting Characteristics								Personal Characteristics			
M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
6	5	0	5	5	6	8	4	9	4	9	9

Basic Points Value. 225.



HARPY

For more years than anyone can remember Harpies have lived amongst the rocky crags of the Mountains of Mourn. They have a rudimentary intelligence, and are great hoarders of precious metals and jewels. Harpies are dangerous creatures which will attack on sight.

Physique. Harpies have the torso of a woman and the wings and lower half of a mighty bird of prey. They are about the size of humans.

World Distribution. Mountains of Mourn.

Alignment. Neutral, Evil or Chaos.

Base Sizes. Usually mounted on a flying base. In combat they can be assumed to have a 40mm x 40mm base size.

Special Rules. Fly as **swoopers.** The movement allowance given is for foot movement only.

Basic Profile.

Fighting Characteristics								Personal Characteristics			
M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
4	4	0	4	4	2	2	1	6	4	8	9

Basic Points. 16½



HIPPOGRIFF

The Hippogriff is a Creature of Chaos, and resembles a Griffon to some extent. Hippogriffs are only slightly less dangerous than Griffons. A Hippogriff captured whilst very young, and hand reared by an expert, can be used as a riding animal.

Physique. The Hippogriff has a head and wings like a huge bird of prey, and the torso of a lion or other large cat. It is a quadruped, the remainder of its body resembling that of a horse. They are large animals, well over 10' long.

World Distribution. Incursions of Chaos. As with Griffons, individuals can fly to anywhere in the Known World, and have been seen even in the South Lands, Cathay and Lustria. They live in some numbers in the Mountains of Mourn.

Alignment. Usually Chaotic. Chaotic or Neutral if hand-reared.

Base Size. As appropriate.

Special Rules. Hippogriffs cause **fear** in living creatures under 10'. They have 1 **bite** attack, 2 **claw** attacks and 1 **stomp.** They fly as **swoopers.** A Hippogriff whose rider is slain will continue to fight independantly.

Basic Profile.

Fighting Characteristics								Personal Characteristics			
M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
6	3	0	4	5	4	8	4	8	4	8	8

Basic Points Value. 144. +5 if used as a riding beast, with any appropriate modifers.



HOBHOUND

Hobhounds are huge war-dogs, or Mastiffs, used by many races to some degree, but very common amongst the Hobgoblin of the Steppe lands.

Physique. Fierce dogs as large as a pony or small horse.

World Distribution. Comparable animals are universal.

Alignment. Neutral.

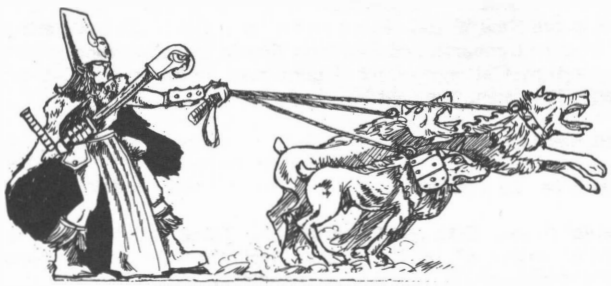
Base Size. 25mm x 40mm.

Special Rules. Bite attack. Must have a handler within 6", and will then test reaction of his characteristics. If there is no handler within 6" they will move towards and attack the nearest models of either side.

Basic Profile

Fighting Characteristics								Personal Characteristics			
M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
6	3	0	3	3	1	3	1	8	4	8	8

Basic Points Value. 4¾



HORSES

Horses of the Known World are the same as horses of our own. They can be ridden into battle by creatures under 10' high and of any alignment.

Physique. Equine - usual range of colours and markings.

World Distribution. Native to the Steppe Lands. Domesticated throughout the Old World, Araby, north and central Cathay, the Dark Lands, Norsca and the Elf Kingdoms. Recently introduced into Lustria and the New Coast but still rare and much sought after. Introduced into the New World by the Elves - rare.

Alignment. Neutral.

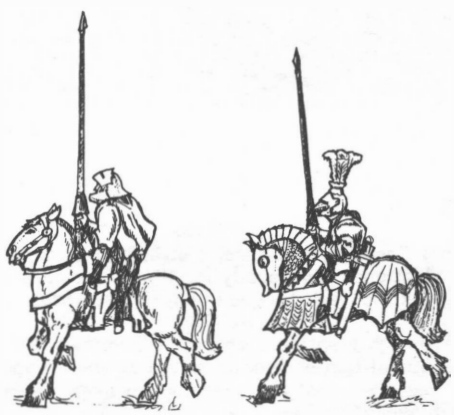
Base Size. 25 x 50mm.

Special Rules. Horses whose riders are slain are always removed from play with them.

Basic Profile.

Fighting Characteristics								Personal Characteristics			
M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
8	3	0	4	3	1	3	0	2	2	2	2

Basic Points. 1. Remember to add the +5 modifier if the Horse is to be used as a mount.



HYDRA

The Hydra is another Creature of Chaos, an animal subject to many strange mutations. They are typified by having multiple heads, usually 7. Hydra are rare creatures, they wander down from the Incursions of Chaos sometimes, but otherwise they are hard to find and by no means sociable.

Physique. The body can be mammalian, reptilian or even serpent-like; lacking legs. They have very long necks and the heads of serpents. They are well over 10' long.

World Distribution. Incursions of Chaos. Scattered individuals throughout the barren parts of the North.

Alignment. Chaos.

Base Size. As appropriate.

Special Rules. Hydra have 1 **bite** attack for each head. In addition they have 1 **claw** attack, and serpent or reptilian bodied Hydra have a **tail-lash** as well. 30% of reptilian bodied Hydra have an additonal huge mouth, a gaping maw, situation at the base of their necks. This confers an extra **bite** attack at +2 strength. A Reptilian bodied Hydra has skin equivalent to mail armour - giving a D6 saving throw of 6 on each wound.

Hydra may breathe fire in the same way as Dragons. Fire can be used against any unit or target within 12", and is subject to the same targeting restrictions as normal missile fire. Casualties are worked out in the same way as multiple missile hits. There is no need to roll 'to hit', each head automatically hits at strength 5. A head cannot breathe fire in combat, and cannot breathe fire and bite during the same turn.

Hydra cause **fear** in living creatures under 10'.

Basic Profile

Fighting Characteristics								Personal Characteristics			
M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
6	3	0	4	6	7	3	8	6	4	6	6

A serpent bodied Hydra has a move of only 3. Gaping maw and tail-lash attacks will increase the total number to 9 or 10.

Basic Points. 342 for the basic profile Hydra.



JABBERWOCK

The continual outpourings of the Incursions of Chaos have produced thousands of strange creatures. Many are totally unclassifiable; mere one-offs whose savage mutations bar them from becoming the progenitors of a race. One of the strangest creatures to have a recognisable form, and which can be positively identified as belonging to a fixed species, is the Jabberwock. Even this creature is subject to gross mutations, as well as a vast catalogue of minor variables, such as colour and size. The most distinguishing thing about the Jabberwock is that it is very brave, very aggressive but rather stupid.

Physique. Jabberwocks are large monsters, standing well over 12' high. They are often much larger. Although they have both arms and legs they often use their arms to walk or run along the ground. They have long, scrawny necks and large, ugly heads. Although they have wings most Jabberwocks cannot fly. Instead they flap their wings furiously as they move, creating a disconcerting humming noise. Jabberwocks can be any colour, most are faintly luminous.

Alignment. Chaos.

Base Size. As appropriate.

Special Rules. 1 **venomous bite** attack plus 2 **stomps** with claws etc, and 1 **tail lash.** The stomps and tail-lash are not venomous. Total of 4 attacks including the rear-only tail-lash. Jabberwocks cause **fear** in all living creatures, and **terror** in living creatures under 10'. Subject to **stupidity.** Can **regenerate** wounds in the same way as Trolls.

Basic Profile.

Fighting Characteristics								Personal Characteristics			
M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
6	8	0	5	6	8	1	4	10	5	10	10

Basic Points. 324



JAGUAR

The Jaguar is one of the Lustrian big-cats; others include animals such as the Cougar. They are very similar and the same profile can be used for both, and for similarly sized big-cats from the South Lands and Cathay. The Lustrian Jaguar is a large animal, larger than any living big-cat from our own world. They cannot be ridden, but if captured when young and carefully hand-reared they can be kept as pets, guards or animals of war. The Amazons are particularly skilled at this, and the Jaguar has become the companion animal to the Amazonian High Priestesses.

Physique. Jaguars are large feline creatures, a orange/brown or sand coloured fur marked in black or dark brown spots or broken spots. All black, or melanic, animals sometimes appear, and are highly valued by the Amazons. They are under 10' - usually about 6' long.

World Distribution. Jaguars live in the jungles of Lustria. Cougars live in the New World. Lions come from the Southlands and parts of Araby. Leopards and Panthers live in the Southlands and parts of western Cathay, whilst Tigers are exclusive to Cathay the Steppe Lands and the east.

Alignment. Neutral.

Base Size. 25 x 50mm.

Special Rules. Bite and **Claw** attack. Tame animals must have a handler within 6", and will then test reaction on the handler's characteristics. If there is no handler within 6" they will move towards and attack the nearest models of either side.

Basic Profile

Fighting Characteristics								Personal Characteristics			
M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
9	4	0	4	3	1	3	2	3	4	4	4

Basic Points. 7½.



MANTICORE

This is another Creature of Chaos, a strange mixture of beast and human. The Manticore is unusually intelligent for creatures of this kind. They speak the Dark Tongue of Chaos Creatures.

Physique. Although Manticore vary in appearance and attributes most have powerful lion bodies, broad wings and a vaguely human head. Many have tails that bear venomous spikes. They are large monsters, well over 10' long.

World Distribution. Manticores prowl the Incursions of Chaos, often in company with other Chaotic beasts from who knows where. They appear in small numbers in the North, but very few actually live within the Known World itself. They are winged, and individuals may travel to anywhere within the Known World.

Alignment. Chaos.

Base Size. As appropriate.

Special Rules. Manticores fly as **swoopers.** Movement given is for ground movement. They have 1 **bite,** 2 **claw** and 1 **tail** attack. The tail attack is **venomous.** Manticore cause **fear** in living creatures under 10' tall.

Basic Profile.

Fighting Characteristics								Personal Characteristics			
M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
5	6	4	6	6	7	4	4	8	6	8	8

Basic Points Value. 324.



PACK WOLF

The Pack Wolf is a smaller relative of the Known World Wolf, being the same size as the animals we have in our own world. They live in ever decreasing numbers in the Old World and Araby. In the New World they are more common.

Physique. Lupine. Grey or brown fur. About 4' long.

World Distribution. Rare throughout the Old World and Araby. Common in the New World.

Alignment. Neutral.

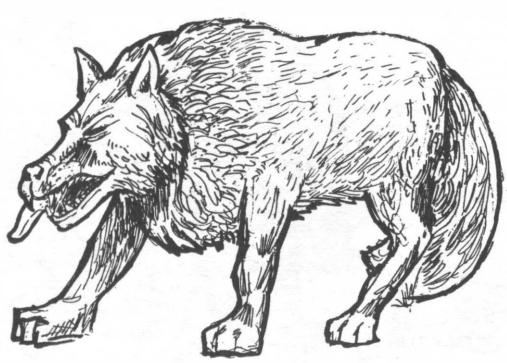
Base Size. 25mm x 50mm.

Special Rules. Bite attack.

Basic Profile.

Fighting Characteristics								Personal Characteristics			
M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
9	3	0	2	2	1	3	1	3	3	4	4

Basic Points. 1.



SWARMS

Swarms of various creatures occur throughout the Known World, although what triggers them is not known. Swarms of insects can do great damage in lands such as Araby, where the loss of vegetation can mean starvation for thousands. In the Old World Swarms of frogs, toads or rats occasionally rampage through villages or towns causing great consternation. The appearance of a Swarm is often blamed upon the work of wizards.

Physique. A Swarm consists of 1000 members of its creature type, or 100,000 insects. The creatures making up the Swarm are in no way unusual for their type.

World Distribution. Swarms occur everywhere, although the creatures comprising them vary.

Alignment. Neutral.

Base Size. A Swarm is represented by a circular base 50mm in radius.

Special Rules. Use a temporary adhesive to fasten 10 models of one creature onto the circular base. Swarms are always of one creature type, not mixed. Each model represents not one but 1000 creatures or 10,000 insects. However, the Swarm is judged to have 1 Wound for each model, and 1 Attack for each model. As the Swarm takes casualties it will diminish in numbers, and its remaining Wounds and Attacks will drop. Swarms are immune to all psychology and can never be routed. Swarms can move through troops, obstacles, houses etc without penalty even if they are in combat. Aquatic or flying swarms can move over water.

Swarms can be created by Elementalists, they will then enter play under his direct control. Should the Elementalist be slain, the Swarm can be moved randomly on a clock-face chart using a D20. A score of 13-20 indicates that the swarm dissipates and is removed from play. Swarms attack all creatures they come into contact with.

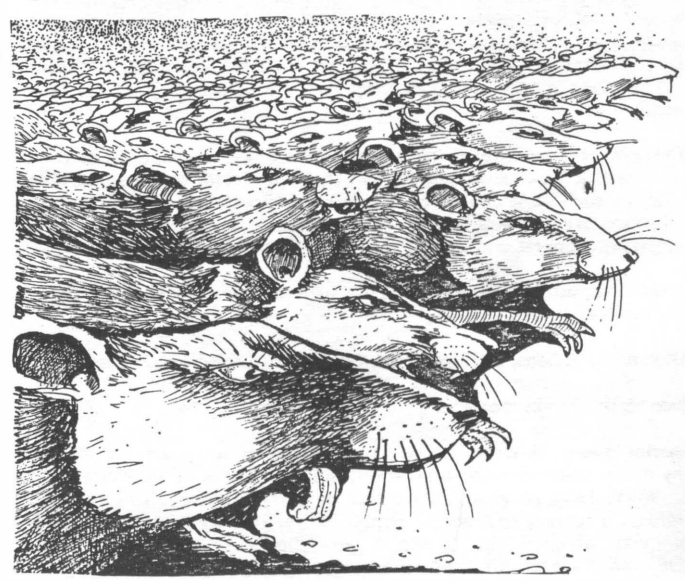
Swarms are subject to **stupidity.** As they have an Int. of only 2 this means they will usually do something stupid - or nothing at all. Each Swarm is considered as a single creature, and will not fight amongst itself. All Swarms are considered to be **flammable.** Attacks are **stomps.**

Profile

Fighting Characteristics								Personal Characteristics			
M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
4	3	0	1	1	10	1	10	10	2	10	10

Snakes, Spiders, Scorpions, Rats and **Lizards** are venomous. **Beetles** can fly (hoverers). **Bats** can **only** fly (hoverers). **Frogs** and **Toads** are aquatic, and can move over water or land. Wounds caused by **Ants** have no armour save - they penetrate all armour. **Ticks** do not cause Wounds, but reduce the victim's Strength level in the same way (no armour save).

Basic Points. Swarms are usually magically summoned and cost no points. PV on profiles works out at 342.



WARHORSES

Warhorses are horses trained to fight in combat. Unlike other horses they have an attack of their own and can even fight independently of their owner/rider.

Physique. As horses.

World Distribution. As horses.

Alignment. Neutral.

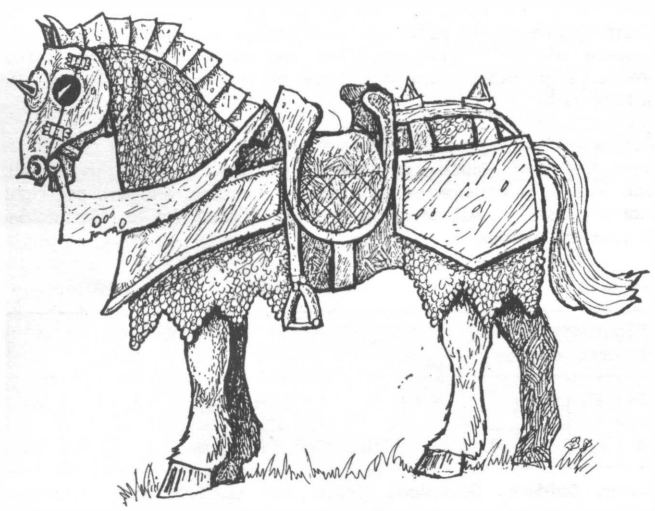
Base Size. 25 x 50mm.

Special Rules. Stomp Attack. Warhorses must start the battle with riders. Warhorses whose riders are slain whilst riding them are removed from play in the same way as normal horses. A character can dismount anytime to allow the Warhorse to fight individually.

Profile.

Fighting Characteristics								Personal Characteristics			
M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
8	3	0	4	3	1	3	1	3	3	3	3

Basic Points. 2. Remember to add the +5 modifier if the horse is to be used as a mount.



WERES

The Old Worlders still live in fear of Werewolves, the shape-changers that haunted the forests of old, and perhaps still linger their today. Weres are basically Men capable of changing into the form of another creature, usually a Wolf. In Norsca, Weres are not hunted and persecuted, as in the South, but are often encouraged to join the Berserkers in battle. In human form a Were is no different from a standard human, and may not even be aware of his true nature.

Physique. Human Weres can change into any one shape other than their own. This is usually a Wolf in the Old World, or a comparable creature such as a Jackel or Tiger in the South Lands and Cathay. In Norsca Were-Bears are reputed to live side by side with their human neighbours, and there is little friction between them.

World Distribution. Weres exist all over the world wherever there are humans.

Alignment. Chaos, Evil, Neutral, Good or Law. Most are Neutral.

Base Size. As appropriate.

Special Rules. A Were has two forms; that of a human and that of any other creature with a strength and toughness of no more than 4. Weres have no absolute control over their shape-changing. All Weres are subject to **frenzy.** Whilst in frenzy they must role at the beginning of each turn to see if they change to beast form. Roll 2D6 - each Were will need to score **more** than his WP to change. The Were must remain in beast form whilst frenzied. If he should no longer be frenzied roll 2D6 at the beginning of the turn, a score of **less than or equal to** the Weres WP means he will change back again.

As beasts the Were is subject to all the rules that effect that creature, including psychology. Alignment changes too, but the Were is too frenzied to actually change sides.

Basic Profile. As standard human and whatever animal the were changes into.

Basic Points. Human PV (5) + Animal PV (Wolf 2¾).



WOLVES

The Wolves of the Known World are much larger, more intelligent and far more fearsome than the Wolves of our own. They are huge creatures, almost as big as a horse and fully capable of slaying even an experienced warrior. They can be ridden by other evil creatures under 10' tall, such as Orcs or Goblins.

Physique. Huge furry lupine beasts. Fur is usually grey or brown, although white furred albinos are common in the North. Under 10' - usually about 6' long.

World Distribution. Wolves are creatures of the north. They are common all along the Incursions of Chaos, in Norsca and along the northern borders of the Steppe Lands. They are less common in the Old World and Cathay, where they have been almost exterminated. Goblins will often shelter them in their own lairs.

Alignment. Evil.

Base Size. 25 x 50mm.

Special Rules. **Bite** attack. Wolves whose riders are slain are removed from play in the same way as horses.

Basic Profile

Fighting Characteristics								Personal Characteristics			
M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
9	4	0	3	3	1	3	1	3	4	4	4

Basic Points. 2¾. Remember to add the +5 modifier if the Wolf is to be used as a mount.



WYVERN

The Wyvern is a solitory carnivore, a creature of the mountains and forests. They are fierce and very dangerous, but, thankfully, rare. A Wyvern can be mounted and ridden if it is caught whilst young and broken in by someone who has knowledge of such things. This knoweldge is possessed only by the Shamans of the Orcs tribes of the Mountains of Mourn, and they are not keen to pass it on. Wyvern are Creatures of Chaos, and sometimes appear out of the North from the Incursions of Chaos. Few live permanently in the Known World, however, except for the colonies in the Mountains of Mourn.

Physique. Wyverns vary to some extent, as is common with Creatures of Chaos. They resemble Dragons, but lack forelegs and are slightly smaller. Wyvern average about 20' in length, so they are large creatures; large enough to ride.

World Distribution. Incursions of Chaos and small colonies in the Mountains of Mourn.

Alignment. Chaotic.

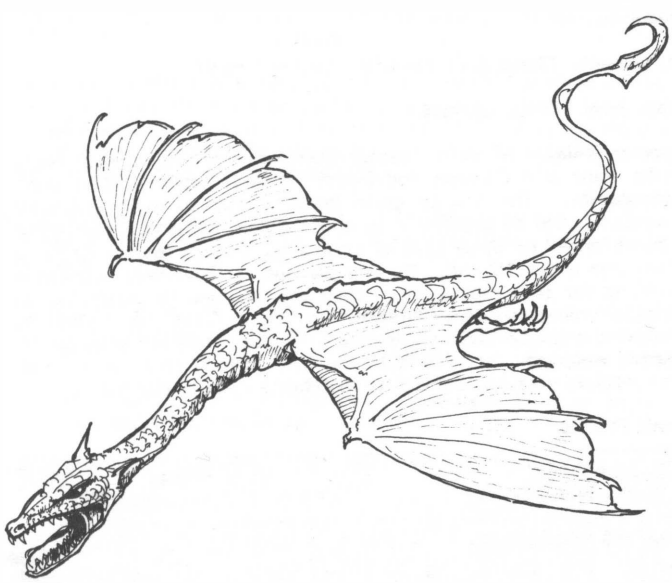
Base Size. As appropriate.

Special Rules. Wyvern cause **fear** in living creatures under 10'. They may be ridden by Orc champions, heroes or wizards. If a Wyvern's rider is killed it will attack the nearest troops of either side. Wyvern fly as **swoopers.** Movement allowance given is for ground movement. **Stomp** attacks.

Basic Profile.

Fighting Characteristics								Personal Characteristics			
M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
4	2	0	5	6	3	1	3	4	4	4	4

Basic Points. 75. +5 if used as a riding beast, with any modifer as appropriate.



DEMONS

Demons are creatures which do not belong in the Known World. They live in, or as part of, the private existences of their patron Gods or Goddesses. They can only enter the Known World by means of magic. Sometimes that magic takes the form of a summonation from a demonologist, at other times the magic comes directly from the God or a Great Demon on the 'other side'.

Demons are not regarded as 'living creatures'; although they are alive in a sense, and can be banished from their physical bodies whilst in the Known World. They are immune to all psychological reactions unless caused by a higher ranking Demon or a Deity. They cannot be routed.

Demons are one of three types, in descending order: **Greater Demons, Lesser Demons,** and **Demonic Servants. Deities,** of course, out rank all of these.

BALROG

A Balrog is a type of Greater Demon. It is distinguished by its preoccupation with fire, and fire based magic.

Physique. Balrogs are winged, humanoids, often covered in flames. Fire spurts from their nostrils and mouths, and their eyes glow like coals. They are large, always over 10' tall and often much bigger.

Alignment. Evil.

Base Size. As appropriate.

Special Rules. Balrogs can fly as **swoopers.** Movement rates given are for ground movement. Balrogs cause **fear** and **terror** in all living creatures. They are immune to psychological effects (unless caused by Gods) and cannot be routed (except by Gods). They are immune to normal weapons, and cannot be effected by fire or fire based magic. Balrogs carry a **flaming whip** which can be used to strike 'a hand-to-hand combat blow against any target within 6". Any hit from a Balrog also causes D6 fire damage points. Balrogs are magical creatures, equivalent to at least level 1 wizards (but can be higher). They attack in combat with **flame whip** (front only), 6 **claws,** 2 **stomps** and 1 **tail-lash:** total 10 attacks. All attacks from a Balrog count as magical - as if they were magical weapons.

Balrogs can breathe fire in the same way as Dragons - causing 2D6 strength 10 hits at a range of 12". They cannot breathe fire in combat.

Basic Profile

Fighting Characteristics								Personal Characteristics			
M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
6	10	10	7	7	15	10	10	10	10	10	10

Basic Points Value. 1210. This is a lot of points. But then the Balrog is a powerful monster. Balrog heroes can be created in the normal way. Remember a Balrog always has magical powers in the same way as do wizards, although none of the characteristic modifiers will apply. However, as the points multiplier for this would work out as utterly ridiculous, the Balrog costs **no** extra points as a wizard. He must add on points for spells at 50 points each. Balrogs do not have to have spells if they do not wish, but in that case are always level 1 wizards with 10 CPs.



DEMONIC SERVANTS

Demonic Servants are the lowest type of Demon. They are usually demonic forms of animals, such as the Demonic Steed (or Nightmare) described below. They are used as messengers, riding beasts and for other similar tasks.

These entities vary a great deal from pantheon to pantheon, so it is impossible to generalise about their forms or motivations. Most are under 10' tall. Not all are evil or malicious. Each of the Gods has his own types of Servants, many have more than one type.

Physique. Variable. Often animal, either a horse or wolf. Usually under 10'.

Alignment. Chaos, Evil, Neutral, Good or Lawful.

Base Size. As appropriate.

Special Rules. The GM can create Demonic Servants to his own liking, and utilise them in his own games, inventing whatever special rules seem appropriate. The profile given below is for a **Demonic Steed**, as in the level 1 Demonic Spell - Summon Steed. It is a black warhorse, with flaming eyes and firey breath. They have an ordinary non-magical **stomp** Attack. A character riding the steed can dismount anytime to allow it to fight individually. A steed whose rider is killed will vanish. Causes **fear** in all living creatures. They are immune to psychological effects (unless caused by Lesser Demons, Greater Demons or Gods) and cannot be routed (except by Lesser Demons, Greater Demons or Gods). Subject to **instability** - see Battle Magic.

Profile.

Fighting Characteristics								Personal Characteristics			
M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
8	3	0	4	3	1	3	1	3	3	3	3

Basic Points. 7 including 5 points for the capability to be ridden.



GREATER DEMON

Greater Demons are most powerful kind of Demons of all. In their own planes of existence they are second only to the Gods themselves, and have authority over all the other Demons. In some human societies Demons are even worshipped as if they were Gods.

It is impossible to generalise about the natures of such a varied group of entities. Most are large, over 10', but not all are evil or malicious. Each of the Gods has his own types of Demons.

Physique. Variable. Often humanoid. Sometimes winged. Usually large.

Alignment. Chaos, Evil, Neutral, Good or Lawful.

Base Size. As appropriate.

Special Rules. Obviously GMs are free to tailor make their own Demons and invent whatever special rules seem appropriate. The profile given below is for an average Greater Demon - if there is such a thing. It can be thought of as 12-15' tall, humanoid with wings (i.e. an 'arch-angel or 'beelzebub' type of creature). Causes **fear** in all living creatures and **terror** in living creatures under 10' tall. Flys as **swooper.** Movement allowance given is for foot movement. They are immune to psychological effects (unless caused by Gods) and cannot be routed (except by Gods). They are immune to normal weapons. All attacks from a Greater Demon count as magical - as if they were magical weapons. Subject to **instability** - see Battle Magic.

Greater Demons, including Balrogs, can act as leaders over units of Lesser Demons or living troops of their own alignment.

Basic Profile

Fighting Characteristics								Personal Characteristics			
M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
6	10	10	7	7	10	10	10	10	10	10	10

Basic Points Value. 970. Greater Demons are sometimes wizards. They can be given magical powers on the same basis as a Balrog.



LESSER DEMON

Lesser Demons are the most common of the Demonic types. They are the rank-and-file members of their own societies; used as soldiers, workers, messengers and whatever else takes their master's whim.

It is impossible to generalise about the natures of such a varied group of entities. Most are under 10', but not all are evil or malicious. Each of the Gods has his own types of Demons, of which the type known as **Gargoyles** are typical.

Physique. Variable. Often humanoid. Sometimes winged. Usually under 10'.

Alignment. Chaos, Evil, Neutral, Good or Lawful.

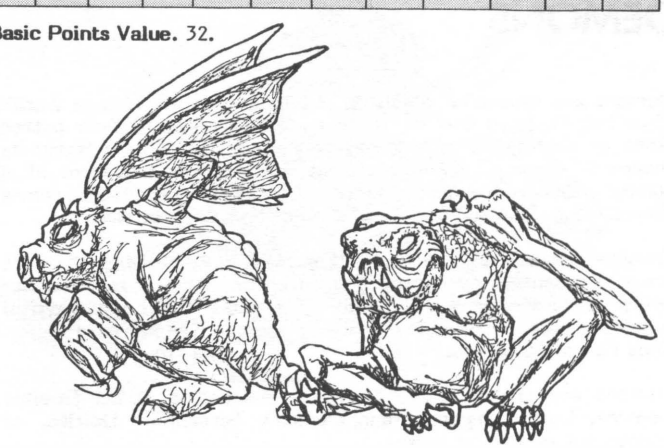
Base Size. As appropriate.

Special Rules. As with Greater Demons GMs are free to tailor make their own Demons and invent whatever special rules seem appropriate. The profile given below is for an average Lesser Demon. It can be thought of as about 9' tall, humanoid with wings (i.e. an 'angel' or 'devil' type of creature). Causes **fear** in all living creatures under 10' tall. Flys as **swooper.** Movement allowance given is for foot movement. They are immune to psychological effects (unless caused by Greater Demons or Gods) and cannot be routed (except by Greater Demons or Gods). They **are effected by normal weapons.** Attacks from a Lesser Demon count as normal, non-magical attacks. Subject to **instability** - see Battle Magic.

Basic Profile

Fighting Characteristics								Personal Characteristics			
M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
4	5	5	4	3	1	6	2	10	10	10	10

Basic Points Value. 32.



ELEMENTALS

Elementals are manifestations of natural forces inherent in the four elements of Earth, Water, Air and Fire. They can take on many different shapes, often depending on the circumstances of their manifestation. As most Elementals are brought into existence by an Elementalist wizard, they usually respond by mimicking humanoid form.

Each of the four element types has special powers unique to itself. However all Elementals share many common features, with the same rules applying to each.

ELEMENTALS - (GENERAL RULES)

Elementals are temporary, physical manifestations of the four natural forces of Air, Earth, Fire and Water. Elementals have no real sense of personal identity or individual intelligence. Their memories are those of the planet as a whole. Sometimes an Elemental will appear to be very wise, whilst at others they can seem very stupid. In reality, they lack human type intelligence; they never question anything, they do not make judgements of any kind and they have no self-motivation. They will obey the commands of their summoner, and are destroyed if he is slain.

World Distribution. Elementals are the world and everything in it.

Alignment. None.

Base Size. As appropriate.

Special Rules.

An Elemental is not of a fixed size. Elementals of a certain size may split into smaller Elementals at the beginning of their turn. They do not have to re-unite. Split Elementals do not operate as a unit, but are treated as individuals.

A 'standard' Elemental is size '10' and has the profile given below. As you will see, all of its characteristics are 10. This Elemental may split up into two size 5 Elementals, ten size 1 Elementals, a 4 and two 3's or whatever the player wishes. The characteristics are always equivalent to the creature's size.

As an Elemental takes **Wounds** all of its characteristics will be reduced to the same level. So, a '4' Elemental taking 1 wound will become a '3' Elemental.

Elementals cannot be harmed by normal weapons. Their own attacks are **stomps.** Attacks from an Elemental are magical; counting the same way as a hit from a magical weapon.

Elementals are not living creatures. They are immune to all psychology and cannot be routed.

Elementals cause **fear** in all living creatures. Elementals of size 10 cause **terror** in all living creatures.

All Elementals are subject to **instability** as described in **Battle Magic.**

Elementals of differing types can come into conflict against each other. In such a case total up the size value of each type. The type with the highest total value in base to base contact wins, the other Elementals are destroyed. The winning Elemental suffers no damage.

Basic Profile

Fighting Characteristics								Personal Characteristics			
M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
10	10	10	10	10	10	10	10	10	10	10	10

Basic Points Value. 1133 - although they are generally summoned.

AIR ELEMENTALS

Air Elementals are often invisible or take the form of a swirling cloudy figure.

Air Elementals move only through the medium of air. This they do at their normal rate, not by flying. They may move over and attack anything in contact with the air. They suffer no movement penalties, other than those described.

Air Elementals may not move through a barrier of any of the other elements, but may move around or over them as appropriate. They may not move underground or through water.

An Air Elemental of size 5 or greater can cast one **Wind Blast** spell per turn. Elementals always cast their spells successfully, they do not have CPs, drawing their energy directly from the world source.



AIR ELEMENTAL

EARTH ELEMENTALS

Earth Elementals are generally rocky or stoney in appearance.

Special Rules.

Earth elementals may move through solid objects at will, including through, or under the ground, stone walls etc. They suffer no movement penalties other than those described below.

An Earth Elemental will not cross a barrier of one of the other elements, although it may go under or around such a barrier. They may not move through the air, but must retain contact with the ground at all times. They can move through or onto buildings, so long as those building are themselves attached to the ground. An Earth Elemental detached from the ground is destroyed.

An Earth Elemental of size 5 or greater can cast one **Assault of Stone** spell per turn. Elementals always cast their spells successfully, they do not have CPs, drawing their energy directly from the world source.



EARTH ELEMENTAL



FIRE ELEMENTAL

FIRE ELEMENTALS

Fire Elementals are firey and bright.

Special Rules

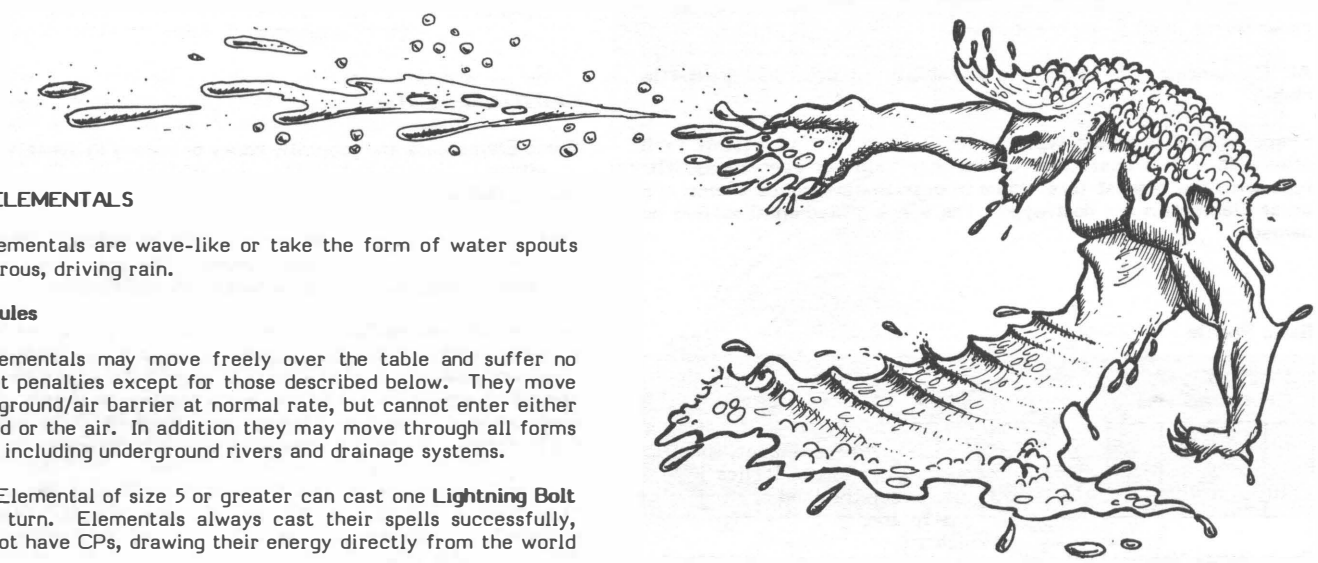
Fire Elementals may move freely over the table and suffer no movement penalties except for those described below. They move over the ground/air barrier at normal rate, but they cannot enter either the ground or the air.

A Fire Elemental may not cross a barrier of any of the other elements. They may not move through solid objects, but can 'seep' through non-airtight buildings at normal rates. Fire elementals isolated over water are destroyed. Rain will also destroy a Fire Elemental.

Fire Elementals cause **fire damage points** equivalent to D6 points per 'hit'.

A Fire Elemental of size 5 or greater can cast one **Fire Ball** spell per turn. Elementals always cast their spells successfully, they do not have CPs, drawing their energy directly from the world source.

WATER ELEMENTAL



WATER ELEMENTALS

Water Elementals are wave-like or take the form of water spouts or thunderous, driving rain.

Special Rules

Water Elementals may move freely over the table and suffer no movement penalties except for those described below. They move over the ground/air barrier at normal rate, but cannot enter either the ground or the air. In addition they may move through all forms of water, including underground rivers and drainage systems.

A Water Elemental of size 5 or greater can cast one **Lightning Bolt** spell per turn. Elementals always cast their spells successfully, they do not have CPs, drawing their energy directly from the world source.

ARMY LISTS

Every gamer has his own favourite combinations of winning troop types, some prefer the hectic dash of cavalry, others the resolute march of infantry. The following army lists have been designed to help players and GMs who want to save time preparing for their games by having 'standard' forces. Each of the armies described below offers a choice between a number of standard unit types - typical of the Known World armies.

Units of troops have been worked out on the basis of standard Regimental sizes of 10 cavalry or missile troops and 20 infantry. Large creatures are usually organised into 5's. These sizes include musicians, standard bearers and leaders where we have felt it most cost/effective or appropriate. We have assumed that where a unit has a champion he is also the unit's leader

Players can mutually agree to use these lists, or the GM can insist that they do. On the whole, they have been designed only to save you time and effort; so don't feel in any way restrained by them.

Abbreviations

L	Lance
S	Spear
2HW	Two-handed weapon
H	Free Hand Weapon
+H	Additional Hand Weapon
P	Pike
N	Net
B&C	Ball and Chain
I	Improvised
SB	Short Bow
B	Normal Bow
LB	Long Bow
XB	Cross Bow
RXB	Repeating Cross Bow
BP	Blow Pipe
Sl	Sling
TW	Throwing Weapons
Sh	Shield
Cm	Chainmail/ metal breastplate or equivalent
Pl	Full Plate Armour or equivalent
Bd	Barding for horse etc.
s	Standard included
m	musical instrument included
l	standard leader (basic characteristics)
l/c	leader/champion (champion characteristics)

USING THE LISTS

Players can choose **Battalions** of upto 1000 points from any list. This can be of any of the unit types or heroes described, including the same unit type more than once. Any agreed number of Battalions can be used to make up an army - the usual number is three. Three Battalions can be chosen from the same list, or any other list of a compatable alignment if the player wishes. Any Battalion may include **one** standard type wizard (not given in the lists themselves).

OLD WORLD IMPERIALISTS

One of the largest of the Old World states is The Empire, a confederation of Ducal states united by a common dialect, specific cultural traits and a single Imperial feudal lord. It lies in the central-north area of the Old World, between the land of the Grand Duchy to the north and Brettonians to the south. Their armies compose of fine fully armoured knights supported by men-at-arms and even a few peasants.

Profiles. Profiles are as standard Men of the West. **Knights** (*) have +1 WS giving them a WS of 4 and a basic PV of 5½.

Troops Type	Number in unit	Equipment	Includes	Points
*Mounted Knights	10	Horse H L Pl Sh Bd	l/c s m	257
*Foot Knights	20	H Pl Sh	l/c s m	189½
Men at Arms	10	Horse H S Cm Sh B	l/c	142
Men at Arms	20	H 2HW Cm	l/c m	142
Men at Arms	10	H Cm XB	l/c	82
Men at Arms	10	H Cm LB	l/c	77
Peasants	20	I	l m	100
Major Hero	1	Horse H L Pl Sh Bd		169½
Major Hero	1	H 2HW Pl Sh		111
Minor Hero	1	Horse H L Pl Sh Bd		74
Minor Hero	1	H 2HW Pl Sh		48



OLD WORLD SOUTHERN CITY STATES

The south of the Old World is rather more advanced than the Empire, and includes bombards amongst its armies. This assortment of (often interwarring) states lies upon the eastern peninsula of the Old Worlds south coast.

Profiles. Profiles are as standard Men of the West. **Knights** (*) have +1 WS giving them a WS of 4 and a basic PV of 5½.

Troops Type	Number in unit	Equipment	Includes	Points
*Mounted Knights	10	Horse H L Pl Sh Bd	l/c s m	257
*Foot Knights	20	H Pl Sh	l/c s m	189½
Men at Arms	10	Horse H Cm Sh XB	l/c	147
Men at Arms	20	H Sh Cm	l/c m	132
Men at Arms	20	H Sh	l/c	112
Men at Arms	10	H Cm XB	l/c	82
Men at Arms	10	H B	l/c	62
City Militia	20	H S Sh	l m	120
Bombard +5 crew	1	H	l	175
Major Hero	1	Horse H L Pl Sh Bd		169½
Major Hero	1	H 2HW Pl Sh		111
Minor Hero	1	Horse H L Pl Sh Bd		74
Minor Hero	1	H 2HW Pl Sh		48



IMPERIAL CATHAN

Imperial Cathay in the largest and oldest of the Oriental nations. Cathan armies are exceptionally powerful; but then they have to be, the Cathan fight not only against rampaging Hobgoblins, Steppe Nomads and Jungle primitives, but also the might of the island race of Nippon. Nippon armies are of the same composition.

Special troops types include the **Samurai** (*) and **Vimto Monks** (**). Samurai have a profile of WS+2, BS+2, W+1, I+3, Cl+1 and WP+1, this gives them a basic PV of 18. Vimto Monks have a profile of M+1, WS+5, BS+5, S+1, T+1 W+1, I+7, A+2, Ld+3, Int+3, Cl+3 and WP+3, this gives them a basic PV of 79½ including their natural 'plate armour' equivalent saving throw.

Samurai and Vimto Heroes are incredibly powerful. They have the usual hero characteristic modifiers. As both of these types are somewhat complex, we have worked out the full profiles and points, and include them below.

Fighting Characteristics								Personal Characteristics			
Samurai Basic Points 18											
M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
4	5	5	3	3	2	6	1	7	7	8	8
Samurai Minor Hero Basic Points 75											
M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
4	7	7	4	4	3	8	2	8	8	9	9
Samurai Major Hero Basic Points 140											
M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
4	8	8	4	4	4	9	3	9	9	10	10
Vimto Monks Basic Points 79½											
M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
5	8	8	4	4	2	10	3	10	10	10	10
Vimto Monk Minor Hero Basic Points 161											
M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
5	10	10	4	4	3	10	4	10	10	10	10
Vimto Monk Major Hero Basic Points 248											
M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
5	10	10	4	4	4	10	5	10	10	10	10

Troops Type	Number in unit	Equipment	Includes	Points
*Samurai	10	Horse H L Pl B Bd	l/c	393
*Samurai	10	H Pl LB	l/c	246
*Samurai	20	H 2HW Pl	l/c m	235½
Warriors	20	H S Cm	l/c m	132
Warriors	20	H 2HW Cm	l/c m	142
Warriors	10	H B Cm	l/c	72
**Vimto Monks	1	Pl (eqivalent)		79½
Sam. Minor Hero		H 2HW Pl		95
Sam. Major Hero		H 2HW Pl		175
Vimto Minor Hero		Pl (equivalent)		161
Vimto Major Hero		Pl (equivalent)		248



GOBLIN RAIDERS

This army list represents a fairly typical Goblin raiding force based in the Worlds Edge Mountains. The various units have been given Goblin leaders, but these can be replaced by other Goblinoid leader types, such as Orcs, if you wish. Just add on the difference in Points Values (e.g. Goblin leader champions cost 4¼ points, Orc leader champions cost 7¼ points i.e. +3). Weapon types and armour for Goblins are unlikely to be constant on the models within a unit. It is suggested that a fair mixture of types are grouped together into a single unit, but count them as if they were all one of the specific units given below.

Troops Type	Number in unit	Equipment	Includes	Points
Goblins	20	H	l/c s m	58½
Goblins	20	H Cm	l/c s m	71¼
Goblins	20	H S Sh	l/c s m	71¾
Goblins	10	H B	l/c	30
Goblins	5	B&C	l/c	28¼
Half-Orcs	20	H Sh	l/c m	117
Hobgoblins	20	H Sh Cm	l/c m	132
Hobgoblins	10	H B	l/c	72
Lssr Goblins	20	H S Sh B	l/c	41¼
Lssr Goblins	20	H N	l/c	31¾
Lssr Goblins	20	H	l/c	21¾
Goblin Wolf Riders	10	Wolf H Cm Sh B	l/c	105¾
Goblin Chariot	1	2 Wolves		
2 riders/2 Wolves		2 Goblins H Cm	l/c	27
Gob. Minor Hero	1	H Cm Sh		27
Gob. Major Hero	1	H Cm Sh		87
Hob. Minor Hero	1	H Cm Sh		42
Hob. Major Hero	1	H Cm Sh		97½



CHAOS BAND

This list represents the raiding bands of Chaos creatures that harrass the north of the Old World periodically. Because Warriors of Chaos are so costly in points, we have reduced their unit size by half.

Troops Type	Number in unit	Equipment	Includes	Points
Chaos Warriors	10	H 2HW Pl	l/c	533½
Chaos Warriors	10	H Pl Sh	l/c	515½
Chaos Warriors	10	H Pl LB	l/c	555
Chaos Warriors	5	Warhorse H Pl Sh Bd	l/c	456
Beastmen	20	H Sh	l/c	218½
Beastmen	20	H Cm Sh	l/c	230
Beastman Minor Hero	1	H Cm Sh		79½
Beastmen Major Hero	1	H Cm Sh		143
Chaos Warrior Minor Hero	1	Pl 2HW		160½
Chaos Warrior Major Hero	1	Pl 2HW		270



DARK ELF INVASION

The Dark Elves are engaged in continous warfare against the Elves of the New World. In addition they launch raids across to the Old World during the times when the Incursions of Chaos are active, and the sea-ways cannot be effectively guarded by the Sea Elves. Dark Elf females are every bit as cruel and murderous as their menfolk, and so Dark Elf soldiery is as likely to be female as male. The Witch Elves are, of course, made up entirely of females.

Troops Type	Number in unit	Equipment	Includes	Points
Warriors	20	H Cm Sh	l/c m	187
Warriors	20	H Cm Sh B	l/c m	207
Warriors	10	H Cm Sh RXB	l/c	109½
Witch Elves	20	H Cm Sh	l/c m	187
Cold One Riders	5	Cold One Cm Sh RXB	l/c	718¼
Minor Hero	1	H Cm Sh		73½
Major Hero	1	H Cm Sh		143½
Minor Hero	1	Cold One H Cm Sh		1001½
Major Hero	1	Cold One H Cm Sh		1859½



ELVES

This list is representitive of Sea and High Elves of the Elven Kingdoms. It would be typical of a defence force sent to the New World to counter a Dark Elf invasion.

Troops Type	Number in unit	Equipment	Includes	Points
Warriors	20	H Cm Sh	l/c s m	239½
Warriors	20	H Cm S	l/c s m	239½
Archers	10	H EB	l/c	107
Archers	10	H Cm EB	l/c	117
Minor Hero	1	H Cm Sh		63½
Major Hero	1	H Cm Sh		143½



ORCS

Orcs are the best organised and most enthusiastically led of all the goblinoids. This list typifies the forces that threaten the Old World from the depths of the Worlds Edge Mountains and Dark Lands. Orcs usually fight alongside their Goblin brethren, and the two lists can be intermixed if you wish. As with Goblins, units are likely to include a mixture of types, but they can be treated as conforming to one of the standard troop types below.

Troops Type	Number in unit	Equipment	Includes	Points
Warriors	20	H Cm Sh	l/c m	137
Warriors	20	H Sh	l/c m	117
Warriors	20	H Cm 2HW	l/c m	147
Warriors	10	H Cm B	l/c	74½
Warriors	10	H B	l/c	64½
Warriors	10	H XB	l/c	74½
Warriors	10	H Cm XB	l/c	84½
Wolf Riders	10	Wolf H Cm Sh	l/c	147
Bolt Thrower	1	Bolt Thrower 3 Crew H	1	65¾
Stone Thrower	1	Stone Thrower 4 Crew H	1	121
Minor Hero	1	Wyvern H S Cm		364
Major Hero	1	Wyvern H S Cm		820½
Minor Hero	1	Wolf H Cm Sh		75
Major Hero	1	Wolf H Cm Sh		170¼
Minor hero	1	H Cm Sh		44
Major Hero	1	H Cm Sh		100½



NORSE DWARFS

The Norse Dwarfs suffered greatly from the invasions of Chaos creatures into Norsca. They were instrumental in throwing back the advancing tide of Chaos, but at great loss. Their armies include some interesting types, including the Berserkers (*) who are subject to **frenzy** and the Shield Maidens. The Shield Maidens are female warriors of considerable courage.

Troops Type	Number in unit	Equipment	Includes	Points
Warriors	20	H Cm Sh	l/c	182
Warriors	20	H 2HW Cm Sh	l/c	202
Warriors	20	H S Sh	l/c	172
Shield Maidens	20	H Cm Sh	l/c	182
Bowmen	10	H Cm B	l/c	97
Bowmen	10	H Cm XB	l/c	107
Peasants	20	I	l	150
*Berserkers	20	2HW	l/c	172
Minor Hero	1	H 2HW Cm Sh		80½
Major Hero	1	H 2HW Cm Sh		167



DWARVEN WARRIORS OF CARAZ-A-CARAK

The Dwarvish Kingdom of Caraz-Adul is one of the oldest and largest of the Old Dwarf Kingdoms of the Old World that still exists. The name means 'Land of the Tallest Peak', because it lies within a valley amongst the tallest peaks of the Worlds Edge Mountain range. Caraz-a-Carak is the main underground city-fortress of the area, it means 'Enduring Peak'. The rugged Dwarfs of this place are famous warriors who fight continuously against the Goblins of the mountains and the creatures of the Dark Lands.

Old World Dwarvish armies can include any of the Norse Dwarf troops types as well as those given below, except for the special Berserker and Shield Maiden types. They may also include allied Gnomes, although these are now very rare and should never represent more than 10% of the total points available.

Troops Type	Number in unit	Equipment	Includes	Points
Warriors	20	H Pl Sh	l/c s m	239½
Warriors	20	H 2HW Pl	l/c s m	252
Bowmen	10	H Pl XB	l/c	112
Gnomes	20	H Cm	l/c m	122
Bolt Thrower	1	Bolt Thrower 3 Crew H	1	72½
Stone Thrower	1	Stone Thrower 4 Crew H	1	130
Bombard	1	Bombard 5 Crew	1	185
Minor Hero	1	H 2HW Pl Sh		84
Major Hero	1	H 2HW Pl Sh		174



AMAZONIAN WAR PARTY

The Amazons are a fierce race. They value their independance very highly, and have little regard for other sentient creatures, especially the Slann. A typical Amazon war party is represented by this list. It does not include any High Age weapons, but these can be included or generated at the GM's discretion. The Amazon force contains the Koka-Kalim, or Kalim (*), zealots who have special characteristics. They have +1 WS, +1 BS, +2 Init. -1 Ld and -1 Cl, giving them a asic PV of 5¾. Berserkers are subject to **frenzy** (**). Amazon forces can include units of friendly auxiliary Pygmies, brought along as allies.

Troops Type	Number in unit	Equipment	Includes	Points
Noble	20	H S Cm Sh	l/c m	142
Bodyguard	20	H Cm B	l/c m	142
Bodyguard	20	H S Cm Sh TW	l/c m	142
Tribeswoman	20	H B	l/c m	122
*Kalim	20	H TW	l/c m	127
*Kalim	20	H TW BP	l/c m	137
**Berserkers	20	H +H	l/c m	112
Pygmies	20	H	l/c	62
Pygmies	20	H BP	l/c	66½
Minor Hero	1	H TW		38
Major Hero	1	H TW		88½

SLANN EMPIRE

The remnants of the Slann civilisation still continue to fight against the invading Norse and Old Worlders. The centre of the Slann Empire is still untouched by Man, and from his capital the Slann Emperor commands a huge body of warriors and tribal braves. Slann troops are supported by the growing body of castrated, lobotomised human slave warriors - with normal human characteristics except Int. 2 and subject to stupidity (basic points 3¾). Slave troops are always led by a Slann officer leader/champion.

Troops Type	Number in unit	Equipment	Includes	Points
Warriors	20	H S Cm Sh	l/c m	182
Warriors	20	H S Cm	l/c m	172
Warriors	20	H Cm Sh	l/c m	172
Warriors	20	Cm BP	l/c m	172
Braves	20	H	l/c m	142
Braves	20	H BP	l/c m	152
Slaves	20	H Sh	l/c	81¼
Slaves	20	S	l/c	81¼
Cold One Rider	5	Cold One H S Cm Sh	l/c	707
Minor Hero	1	H 2HW Cm		48
Major Hero	1	H 2HW Cm		105
Minor Hero	1	Cold One H Cm Sh		574
Major Hero	1	Cold One H Cm Sh		1298½



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